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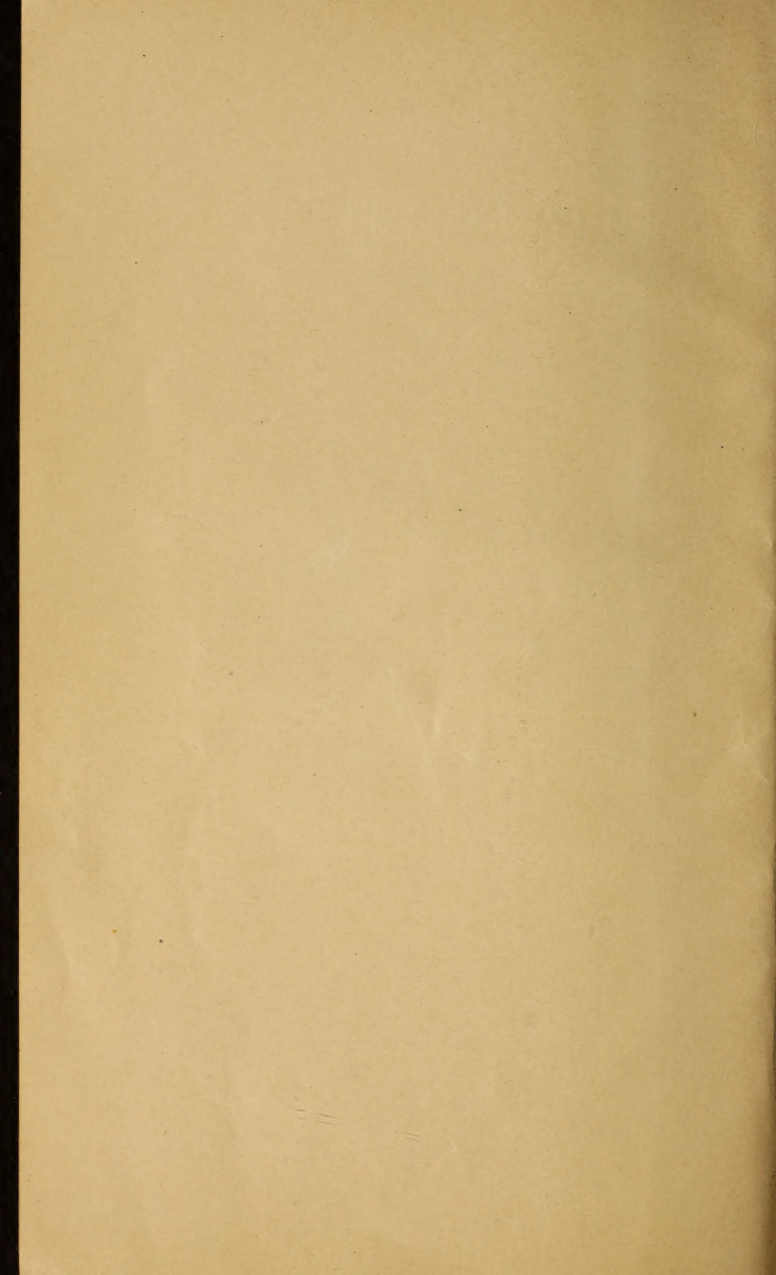
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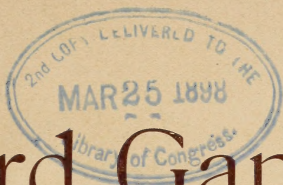
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Card Games,

AND

HOW TO PLAY THEM.

The United States playing card co.

Publisher's Ninth Edition of Rules of Popular Games

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PREFACE.

In issuing the Ninth Edition of "CARD GAMES," careful attention has been paid to the revision of all rules and governing decisions. The more popular social games have been greatly amplified, and a number of additions have been made of games not included in any former edition.

Special attention has been paid to "Euchre" and "Progressive Euchre," which are constantly increasing in public favor.

"Whist" and "Duplicate Whist," as revised by the various American Whist Congresses, up to and including the Put-in-Bay meeting of 1897, is illustrated and treated in detail, and the decisions on every point in the game are clearly set forth, under the highest authority. "Bridge Whist," which is fast coming into popularity, has been added.

The rules and decisions on "Draw Poker" are compiled with equal exactness, and under equally high authority. No national Poker convention has as yet been held, which rendered it all the more difficult to obtain a code of decisions—highest in authority—that would be national in their application, and thereby relieve the game of various local prejudiced rulings.

NOTE.—All the books, articles, items, stories and memoranda bearing on the subject of Draw Poker that could be obtained by several interested persons in five years' research and watch, were collected. From this mass of information a set of laws, rules and regulations was drawn up, covering every point that could be found or thought of at the time. These laws, etc., were thereupon discussed and put into the briefest form possible. They were then printed on sheets, which were sent to clubs, newspapers, coteries and individuals all over the country, with the request that they be returned with such remarks, alterations, additions, suggestions and criticisms as the receiver was pleased to make. The sheets had a wide marginal space for this purpose, and were returned well marked up. They came from card authorities connected with the press, army officers, traveling salesmen, gentlemen of leisure, experienced players, and devotees of the game in all parts of the United States. Thus was brought about a kind of Poker Congress, and the compilers began their work anew. They took up each point in the order given, and when a change was called for, they altered it according to the decision of the majority, with the result given in the accompanying pages.

EVERY host and hostess, when entertaining at cards, desires all the appointments of the occasion perfect. Not the least essential to contribute to their guests' pleasure and enjoyment are fresh, new, crisp, highly-enameled cards of uniform quality for all the tables. Poor-quality or soiled cards are always undesirable.

The cards contained in our Progressive Euchre sets are of uniform high quality, and can be depended on to give satisfaction.

We also manufacture a great variety of highly-finished, enameled brands at popular prices, with new, "up-to-date" faces and backs. We are constantly bringing out new designs. We have all sizes—regular Club, Whist, miniature, etc. We will take pleasure in submitting samples, with full information, to any address, and if dealers do not have in stock the cards customers select, and will not get them, we will supply these customers direct.

"Bicycle" Playing Cards are the best popular-priced card for general use. They are kept for sale by dealers in every country of the world where card-playing is indulged in.

THE UNITED STATES PLAYING CARD COMPANY,
CINCINNATI, U. S. A.



A DECISIVE MOMENT.

Euchre.

Euchre is played with a pack of thirty-two cards—Seven, Eight, Nine, Ten, Jack, Queen, King and Ace of each suit (thirty-three with the *Joker*)—and two, three or four persons may play at the game; but the four-handed partner game is the most desirable.

Value of the Cards.—In all suits but the trump suit the cards rank in value as in Whist—Ace, King, Queen, Jack, Ten, Nine, Eight and Seven. In the trump suit the Jack (Right Bower) is the highest trump, and the Jack of the corresponding suit in color (Left Bower) is the next highest trump; then Ace, King, Queen, Ten, etc., of the trump suit. For example: When Hearts are trump, the Jack of Diamonds is the Left Bower; *vice versa* when Diamonds are trump. The same rule is observed with Clubs and Spades. When the *Joker* is used it is the best trump.

Dealing.—In cutting for deal low deals, Ace being low. The dealer shuffles the cards and the player to the right cuts. The dealer deals five cards to each player, beginning with the player at his left; first, two at a time all around, then three, or *vice versa*.

After the dealer has given each player five cards, including himself, he turns up the next card for trump.

Two-handed Euchre.

If, after the trump card is turned up, the dealer's opponent finds his hand is strong enough to take three or more tricks, he

orders the dealer to *take up* the trump. The dealer then discards a card from his hand and takes up the trump card in its place, and the play begins. If, however, the opponent's hand is not strong enough to *order up* the trump, he *passes*. The dealer may then (if his hand, with the addition of the trump card, be strong enough to take three or more tricks) take up the trump, or (if his hand is weak) may *turn it down*. If he takes it up the play then begins. If he turns it down, his opponent may make any suit trumps which his hand is strong in (excepting the suit which was originally turned up). If his hand is too weak to make the trump, he again passes, and the dealer has the privilege of making the trump. If he can not do this, the hands are thrown up and a new deal is had, the deal going to the opponent.

When the trump is established, the opponent leads a card and the dealer plays to it, the two plays constituting a *trick*. The highest card played wins the trick, trumps ranking higher than any other suit. The winner of each trick leads in the next trick.

If a trump is named of the same *color* as the one turned down, it is called *making it next*; if a different color is named, it is called *crossing the suit*.

See *Scoring and Rules*.

Three-handed, or Cut-throat Euchre.

Cut-throat Euchre is so called because if a player orders up, takes up or makes the trump, the two other players immediately combine and endeavor to *euchre* him, since by so doing both score two points. The partner of one hand is therefore frequently the adversary of the next.

The privilege of passing or ordering up goes around to the left, and each trick contains three cards.

In the three-handed game a player must be reasonably sure of at least three tricks to take up, order up, or make the trump, as he must play single-handed against the other two.

A euchre scores two points to each of the two players who are for the time partners.

A player taking all five tricks scores three points. If, in case of a euchre, two players secure enough points to win the game, the eldest hand (the player at the dealer's left) goes out.

If agreed upon, in this case the two winning players' scores may remain unchanged, and the euchred player may be set back the number of points he has lost. If he has no points to his credit, he *owes* the number lost, and must pay them with the first points won.

Four-handed, or Partnership Play.

The players deal, order up, pass, make the trump, etc., the same as in two and three-handed play, the partners combining

their scores. When the dealer's partner desires him to take up the trump, he says "*I assist*," which is equivalent to ordering up the trump. The player at the dealer's left leads.

A player having a hand strong enough to chance taking all the tricks may *play alone*. On so announcing, his partner drops out, and he plays single-handed against his two adversaries. His partner can not object, even though he may hold a good hand.

The legality of lone hands is founded on the following principles: 1st—no one can play a lone hand who has passed the privilege of ordering up or making the trump; 2d—no one can play a lone hand unless his side is responsible for the trump, and so liable to a *euchre*. In accordance with these principles, lone hands are permissible as follows:

When the dealer takes up or makes the trump he may play alone, but his partner can not, since his partner has passed the privilege of assisting or making the trump.

If the dealer's partner assists or makes the trump, either he or the dealer may play alone.

If the player to the left of the dealer (*age*) makes or orders up the trump, either he or his partner may play alone.

If the player to the right of the dealer makes or orders up the trump, he may play alone, but his partner can not, since his partner has passed.

A player can not play alone when either adversary orders up, makes the trump, or assists.

A player can not play alone after having passed the making of a trump.

NOTE.—Many players contend (and with good reason) that it is unjust for a player to be allowed to play a lone hand when his partner has assisted, ordered up, or made the trump, since the latter, to a certain extent, reveals the position of the outstanding trumps, the fear of which would ordinarily debar the former from playing a lone hand. When this view is adhered to in play, no player, *except the one who assists, makes, orders or takes up the trump*, can play alone.

Scoring.—The game is five points.

Or, if agreed upon by the players, ten points.

If the side (or player) who takes up, orders up, or makes the trump takes five tricks, they score two points; if three or four tricks, they score one point. If they fail to take three tricks they are *euchred*, and their opponents score two points.

If a lone-handed player takes in five tricks, it scores his side four points; if three or four tricks, one point. If he fails to take three tricks it is a *euchre*, the same as if his partner was playing, and scores two points to the opposing side.

Errors in the score may be corrected at any time before the game is finished.

Rules.—All players must follow suit. If no suit is held, trumps may be played or an unimportant card may be thrown off on the trick.

Failure to follow suit is called *revoking* or *reneging*. In case of a revoke, the player or side revoking is *euchred*, the adversaries scoring two points. In four-handed play, any one revoking against a lone hand is *euchred* four points. A player revoking, however, and discovering his error before the trick is taken in and turned down, may correct the mistake, provided neither he nor his

partner have played to the following trick. In case of the correction of a revoke, either of the adversaries may change the card they have played to the trick, but the partner can not.

A misdeal forfeits the deal.

It is a misdeal if the wrong number of cards are given to a player, or if, in turning the trump, two cards are turned up. The deal then passes to the left.

A player can not claim a misdeal after the first trick is quitted, even though he has the wrong number of cards, but must play the hand; and can score nothing on his hand, even though he win. The same is true of the dealer if he fails to discard in place of the trump card.

Should the eldest player lead before the dealer has discarded, he can not withdraw the card led, even though the dealer substitute another card for the one he intended to discard. Neither does the dealer lose his privilege to play alone.

In case a card is turned over in dealing so as to expose its face, a new deal is necessary, but the dealer does not lose his deal. The same is true if a card is found faced in the pack during the deal (unless it be the trump card).

A card exposed by a player may be *called* by either of the adversaries. A called card must be led or played at the first opportunity to legally do so.

A card led out of turn must be withdrawn, unless *all* the other players have played on it, in which case the lead holds good. A card led out of turn is an exposed card.

After the dealer has discarded, he must let the trump card lay on the pack until he desires to use it. After it has been taken up, no player can demand its denomination, but the dealer must at all times inform a player as to what is the *trump suit* on inquiry.

Any player has the privilege of examining the last trick turned down, but no previous ones, except in case a revoke is claimed, in which case the tricks shall be kept separate and examined after the hands are played out.

Should the players against whom the revoke is claimed refuse to allow their tricks to be examined, or mix up the cards, the revoke is considered proven, and the penalty for same must be enforced.

Any defect found in the pack invalidates the deal, but not previous games or plays. The dealer does not lose his deal because of such defects.

If a player deal out of turn, and the error is not discovered until after the eldest hand has led, the deal holds good, the deal thereafter passing regularly to the left.

(See NOTE, page 16.)



Progressive Euchre.

Progressive Euchre consists of a series of partnership games, in which the partners change at the end of each game. It is played at three or more tables, numbered Table No. 1 (or head table), Table No. 2, Table No. 3, etc., four players (partners) at a table. The last table is called the *foot*, or *Booby Table*.

Before the beginning of the play, the hostess provides a suitable device for keeping a correct register or score of the games won by each player, and by which each player will be assigned to his proper position at the table where he is to play the first game. Positions should be assigned thus: 1A indicates that the player is to begin at Table No. 1, head couple; 1B, Table No. 1, side couple, etc. The scoring devices for ladies and gentlemen should be of different color, or bear other distinguishing marks. Prizes for the best and poorest (booby) players, most lone hands, etc., are provided at the discretion of the hostess.

The use of the "U. S. Self-Scorer" will greatly facilitate the correct assignment of the guests to their respective positions, and will aid in an accurate and prompt scoring of the games as they are won. It consists of a specially-arranged tablet for each table. The top leaf of each tablet is torn off at the end of every game and given to the winners thereof. A neat pocket or pouch is provided each player for holding these leaflets, and on each player's pocket or pouch is printed his correct position at the beginning of the play. This system of scoring is particularly effective in immediately detecting and correcting mistakes in the score. It is automatic, and hence does away with the necessity of an extra person to register the score.

The game begins (when all are ready) at a signal given by tapping a bell at Table No. 1. The ladies cut for deal; low deals, Ace being low. After the first game the deal belongs to the visiting lady (the lady who has just progressed).

Games consist of five points each, and are counted only at Table No. 1, the players at all other tables continuing playing

and counting points until the signal bell is tapped at the conclusion of the game at Table No. 1. The losers at Table No. 1 move down to the Booby Table, and those who have the most points at all other tables move up to the next table toward Table No. 1, where the lady will find a partner in the gentleman remaining there, while he who was her partner will play with the remaining lady. The game is then resumed as before.

In the event of a *tie* at either of the tables below Table No. 1, the partners who scored their points first progress.

Or, if agreed, the ladies may cut to see which side shall progress, high winning.

Another method which may give better satisfaction is to allow each of the four players to score one-half a game. This method is absolutely fair for all the players.

In general, the laws and rules of Four-handed Euchre apply.

In case a tie has occurred at any table, and (when the bell taps) either side has won their third trick of the hand which will decide this tie, they may score and progress, *provided*, the trick has been taken in and turned down; but they can not score even though their third trick is won, if it has not been turned down.

Lone hands are not permissible under any circumstances at the first or head table.

In case of a tie in the final score for the prizes, the tied players shall play one game to decide the score.

Or, if agreed upon, they may cut, high winning.

In case four players are tied and play off for the prize, they play as individuals, not as partners. In this case, five tricks taken in by one player scores him four points, and a euchre scores two points to each of the three players.

In case a second prize is offered, and two players are tied for first prize, the defeated player on the play-off (or cut) is entitled to second prize. If three or more players are tied, the highest score on the play-off (or highest card on the cut) takes the first prize; next highest, the second prize.

In case of a tie for booby prize, the defeated player (or lowest cut) wins the prize.

If, through an unequal number of ladies and gentlemen, a lady should play in a gentleman's place, she is considered a contestant for the ladies,' not the gentlemen's prize. So, a gentleman playing in a lady's place contests for the gentlemen's prize.

In case the players can not be divided into an equal number to play all four-handed tables, at the last table may be played a two or three-handed game. In this case two players progress, but only the one having the most points scores, except in case of a tie in a three-handed game, when both score. The rules for two or three-handed games apply at this table.

NOTE.—In observing all the appropriate appointments of a Progressive Euchre party, not the least imperative feature is to select fine Playing Cards, all of equal quality, for each table, and at the same time handsome but different designs should be adopted for each table. Nothing mars the pleasure of an entertainment so much as to have different grades of cards—some, possibly all, poor in quality—at the different tables

Rapid Euchre.

A variation of Progressive Euchre, each game ending as soon as five points are scored at any table. Each table is provided with a bell, which is tapped at whatever table five points are first scored, ending the games at all tables, the same as if the bell were tapped at the head table in the regular progressive game. Lone hands are not permissible. The winners at the first table progress to the foot table. Otherwise, the rules of Progressive Euchre apply.

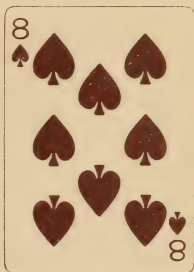
Five-handed, or Penalty Euchre.

Before beginning the game a *banker* is selected. The banker supplies each player (including himself) with twelve chips, and great care should be taken that the banker does not mix his own chips with those of the bank during the play. The bank chips and the banker's individual chips must be run entirely independent of each other.

The object of each player is to get rid of all his chips. If no money value is placed on them, the player who first gets rid of his chips wins the game. In case a money value is placed on them, the player who first gets rid of his chips must be paid by the several other players the full value of all the chips held in their respective hands at the time he wins out, including the hand on which he wins. (See Notes 2-3 and small type following.)

The rules, customs and laws of Euchre apply where no special provision is made. Use a regular 32-card Euchre pack. Deal five cards to each player, as in Euchre, and also five to an extra or *blind* hand (the cards for the blind being dealt immediately after those of the dealer), and turn a trump.

The player to the left of the dealer now has the privilege, if his hand be a poor one, of discarding it entirely and picking up the blind hand in its place. If, however, he is satisfied with his hand, he *passes*, and the next player to the left has the privilege of taking or passing the blind, and so on around the table. If no one wants the blind, it is laid to one side. If a player has a poor hand (so that he sees no chance of taking in one trick) he may, instead of passing, drop out of the game until the next deal. In this case he says "*I am out*," and the banker immediately gives him *one chip* out of the bank as a penalty for not playing. The players having decided whether or not they will play, and the blind having been disposed



NO. 89. TREASURY—EUCHRE.
LARGE INDEXES.

of, the eldest hand (at the dealer's left) leads, and all the others play to the trick as in *Euchre*, the winner leading to the next trick, until the cards are all played.

There is no ordering up nor assisting, no passing (except as regards the blind hand), and the trump card remains on the table. (*If so agreed upon*, the dealer may take up the trump card immediately after all players have declared their intention of playing or staying out. In this case, the dealer may take up the trump on his original hand, or if the blind comes around to him, he can take it up first and then take up the trump, if he so desires). If a player takes up the blind he thereafter can not *stay out*, but must play with the blind hand.

After the cards are all played, each player who *has not* taken in a trick receives one chip from each of the other players, and each player who has taken one or more tricks, puts into the bank one chip for each trick he has taken; thus, if a player has taken three tricks, he puts three chips into the bank, etc. The game continues until some one of the players gets rid of all his chips.

In case it is agreed upon, the player failing to take a trick may be paid one chip out of the bank for each active player during the hand, instead of being paid by the various players. In this way the entire matter of payments is with the bank.

NOTES.

1.—A hand discarded to take up the blind must not be exposed. The penalty for exposing or looking at it is two chips, to be taken from the bank.

2.—A hand on which a player wins out must be played out, settled up and scored, and all penalties, etc., imposed, before the player goes out. Thus, if A wins and B has failed to take a trick during the hand, C, D and E each pay to B one chip before A scores, and put into the bank one chip for each trick they have taken in.

3.—In case of a tie (where two or more players win out on the same hand), the game is considered *drawn*, and all stakes are divided.

Or, if agreed upon, a player may score out as soon as he takes the necessary number of tricks. In this case Notes 2 and 3 do not apply, as the player may win out in the middle of a hand. By this latter plan all ties are avoided.

Six-handed *Euchre*.

This is a partnership game, played by six people—three on a side, seated alternately. The cards below and including two of the Seven spots are discarded, so that all the cards will be dealt in dealing five to each player.

No trump is turned. After the cards are dealt, the players bid for the privilege of making the trump, commencing with the eldest hand and going in rotation to the dealer, who has the last bid, unless some other player anticipates him and bids five. When a bid is made, bidder must declare the suit he bid on. The suit upon which the highest bid is made becomes trump.

The eldest hand leads (the hand to the left of the highest bidder), but it is not required that he should lead the trump suit.

The game is usually twenty-five points. The highest bidder must take all the tricks he bid to take, and if, with the assistance of his partners, he fails to do so, he is *euchred*, and counts nothing, while his opponents count the tricks he bid instead. If the highest bidder should make more tricks than the amount bid, he can only count the amount bid.

VARIATIONS.—If all the Sevens are allowed to remain in the pack, there are two cards left over after the pack is dealt, and the highest bidder has the privilege of discarding two cards and taking instead the two left over.

Or, if the Joker is allowed in, there are three cards left over at the conclusion of the deal. These are called the *widow*. The highest bidder has the privilege of looking at the widow and selecting as many cards as he likes, discarding an equal number of cards from his hand.

Blind Euchre.

For three, four or five players. Use a regular 32-card pack, dealing as in regular *Euchre*, except that two cards are dealt to the table (the *blind*) just before the trump is turned. The eldest player has the privilege of taking up the



No. 808. BICYCLE—POPULAR BACKS.

blind and discarding two cards from his hand. This is equivalent to ordering up the trump. Should the eldest hand not desire the blind, the next player to the left is privileged to take it, and so on around. After the blind is taken and the trump taken up by the dealer, the play is as in the regular *Euchre* game. In case all of the players (including the dealer) pass the blind, the hands are thrown up and a new deal is had, the deal passing to the left.

Railroad Euchre.

Railroad Euchre (four-handed partnership) is played with a regular 32-card Euchre pack, to which is added the Joker. The Joker is always the highest trump; no matter what suit is turned up, and will therefore take any trick. Railroad Euchre varies from the regular game in the following particulars:

A player desiring to *go alone* may call for his partner's best card, discarding one from his own hand. His partner must give him the best card he holds, and then drop out of the game.

Either of the opposing players may also call for his partner's best card, and play alone against the first lone player. Should he succeed in euchring the latter, it scores his side four points.

The game is ten points.

Should the Joker be turned up for trump, the dealer, if he has not looked at his cards, may name the trump, or may turn up the next card. In the latter case, should he be ordered up or take up the trump card, he may take up the Joker, leaving the second card turned up on the pack. In other words, the Joker is the real trump card, the second card being turned up merely to show what suit it represents.

Auction Euchre.

For four players—partners. Use a 32-card pack, dealing as in Four-handed Euchre, bidding for privilege of naming the trump, and scoring as in Six-handed Euchre. Fifteen points are game.

Or, if agreed upon, the side winning on a bid of three or four scores one point; on a bid of five, two points. Failure to win the number of tricks bid constitutes a euchre, and scores two points for the adversaries. Seven points are game.

Laps.—A variation of Euchre, by which all points scored in excess of those necessary to win out are counted on the next game.

Slams.—Another variation, by which a player or side scores two games in case five points are won before the opponents score one point.

Jambone.—A variation in lone hands by which they must be exposed, face up, on the table, and so played. The player to the left of the lone player has the privilege of calling the first card played from the latter's hand. Five tricks scores eight points; three or four tricks, one point; a euchre of a Jambone (lone) hand scores two points.

Jamboree.—A variation by which a player holding the five highest trumps may show them and score sixteen points without playing out the hand.

The above variations are often combined in various ways.

NOTES.—While it is hard to make or enforce a positive rule in regard to talking across the board, it is very generally conceded that any remark or gesture which indicates or reveals a player's hand to his partner, or directs him how to play, even by telling him to follow the rules, is unfair, and scores the adversaries one point. Should a player ask his partner, "Will you play alone?" or an analogous question, it debars the latter from playing alone, even though he previously intended doing so.

In Four-handed Euchre, when one side has four points and the other one, the former are said to be at the *bridge*, and on the latter's deal should order up, no matter what the hand held, to prevent the adversaries playing alone and scoring out.

If a player calls his partner's attention to the fact that they are at the bridge, the latter loses the right to order up, and either adversary may play alone.



Whist.

By FISHER AMES, Author of "A Practical Guide to Whist," "American Leads at Whist," "The Ames Whist Lesson Cards," etc.

Principles and Theory.—Whist is the best of all card games, combining chance and skill in very pleasing proportions. It is played by four persons, two as partners against the other two. The object of the game is to take as many tricks as possible. All must follow suit when they can. The cards take according to their rank, in the following order: Ace, King, Queen, Knave (or Jack), Ten, etc., down to the Two. The trump suit is the most effective, as any trump will take any card of a plain suit. Tricks are won by high cards, by trumps, and by the remaining or *long* cards, of a plain suit, of which the other players have none. This is called the *establishment* and *bringing in* of a suit. As it is about the only method which can be planned for from the outset of the hand, the hand is generally opened on that theory. Subsequent developments may, however, require a change of plan. Another reason for opening the hand with the long suit is to inform partner. The combination of partners' hands is the basis of all play, it being more important to inform partner than to deceive the adversaries. This depends absolutely on a knowledge and following of the rules for play.

The Lead.—Lead, first, from your longest, or best long, suit. Lead trumps from six, and from five, if you have a *re-entry*

card in a plain suit, or from four, with the command of two plain suits.

High cards are led to win the trick, or force out higher and promote the rank of other high cards in hand. Low cards are led (fourth-best) when it is desirable to reserve high cards in hand until later. The lead of a high card from strength shows the character and generally the number of the suit led from. Thus, Ace shows at least five in suit, unless followed by Queen. King shows Ace, or Queen, and a suit of four, at most. Queen shows King, or Knave and Ten, and generally a suit of five, or more. Knave shows King and Queen, and a suit of five, at least. The second lead of a high card gives further information as to number and character of suit. When a low card is led on an original lead from a long suit, it is always the fourth-best. The following table gives the correct first and second leads of high cards from a long suit:

HIGH CARD LEADS IN DETAIL.

FROM	LEAD	THEN	FROM	LEAD	THEN
A K Q J & 3 or more lower,	J	Q	A Q J 10,	A	10
A K Q J & 2 lower,	J	K	A Q J & 1 lower than 10,	A	Q
A K Q J & 1 lower	J	A	*A & 4 or more low,	A	4th
A K Q J;	K	J	K Q J & 3 or more lower,	J	Q
A K Q & 3 or more low.	Q	K	K Q J & 2 lower,	J	K
A K Q & 2 low,	Q	A	K Q J 10,	K	10
A K Q & 1 low,	K	Q	K Q J & 1 low,	K	J
*A K & 3 or more lower than Q,	A	K	K Q 10 & 2 or more lower,	Q	K†
*A K & 2 lower than Q,	K	A	*K Q 10 & 1 lower,	K	Q†
A Q J & 2 or more lower,	A	J	*K Q & 2 or more low,	Q	K†
			{ 10: if 10 wins, lead lowest.		
K J 10 etc.,			{ If Q or A and Q fall, lead 10 from		
			{ 5 or more, K from 4.		
Q J 10 9, lead Q; then 9.					
‡Q J 10 & low,			{ Q: then 10 from 5 or more, J		
			{ from 4.		

* In trumps, lead 4th-best, unless with 7 trumps

† If A falls. If K wins, lead original 4th-best; if Q wins, lead original 5th-best.

‡ Many players now lead 10 from Q J 10 etc., then Q from 4, J from 5 or more.

From all other long suits lead, first, the fourth-best held of it.

The second leads of high cards are governed by this principle. When, after leading a high card, you remain with two or more indifferent high cards (of equal value), lead the highest from a shorter, the lowest from a longer suit.

When your only long suit is very weak, with nothing in it better than the Nine, or when you have a *tenace* (the best and third best of any suit led) in it, which you prefer not to open, or your trump strength is not sufficient to warrant leading trumps, you may resort to a three-card-suit lead. In such case,

suits headed by the Queen or Jack, or Ten, are the best. The highest is usually led from three, except as shown below:

FORCED LEADS.

FROM	LEAD	THEN	FROM	LEAD	THEN
A K Q,	K	Q	K Q J,	K	Q
A K J,	K	A	K Q & 1 low,	K	Q
A K & 1 low,	K	A	K J 10,	10	K
A Q J,	A	Q	K & 2 low,	lowest	
A Q & 1 low,	lowest		Q J 10,	Q	J
A & 2 low,	"		Q & 2 low,	lowest	

From any other three cards, lead the highest. If you know the suit is your partner's, by his discard of it on opponents' lead of trumps, or their lead of other suits, lead the highest of any three.

Secondary Leads.—Generally lead the winning card on the second round, if you have it. Do not change suit, unless an opponent will trump; even then, if he is strong in trumps, force him with it. If obliged to change, you can return partner's suit; lead through a strong, or up to a weak hand, or lead a *singleton* (a single card held of a suit), if you have one, or you may open another suit. It is not usually necessary to lead from two cards until near the end of the hand. Then the rule is to lead the higher, unless it is clear that the situation requires the rule to be reversed.

Before returning your partner's suit, lead your own, if you have a strong one, unless you have but one card of his suit left and wish to trump it. But if his suit appears to be better than yours, it is well to return it, rather than to open a poor suit. Return the Ace of partner's suit, if you hold it; otherwise, return the higher of two, the lowest of three or more cards of it left in your hand. Always return his trump lead, or lead to his trump call at the first opportunity. Lead from four trumps, if you or your partner have an established suit. Lead trumps from three or less, when the adversaries will establish a *cross-ruff* (where partners trump each a different suit, and lead to each other for that purpose). Having the last trump but one, and the best, draw the other from an adversary, if you or your partner can bring in an established suit; otherwise, force it out and clear the suit.

Force partner if he is weak in trumps, or the adversaries are strong, or you can get a cross-ruff. Force an adversary who has shown trump strength.

Second-Hand Play.—At second-hand, generally play low on a low card led. But, having a combination of high cards, from which you should lead one, the same principle requires the play of one of them at second-hand. When a high card is led, you cover, if you have a *fourchette* (the cards next above and below

that led), or when a fourth-best led shows that you hold the card intermediate between those which the leader must hold.

IN PLAIN SUITS.

FROM	PLAY
A & low,	A on an honor led.
A K Q J,	
A K Q,	
A K,	
A Q J 10,	Play the lowest of the cards in sequence, whether you hold low cards or not.
A Q J,	
K Q J 10,	
K Q J,	
K Q,	
Q J 10 9,	
Q J 10,	
K & 1 low,	K in trumps, low in plain suits.
K & 1 low,	K on 8 or 9 led.
Q J & 1 low,	J.
J 10 & 1 low,	10.
J 9 etc.,	J on 10 led.
10 8 etc.,	10 on 9 led.

Cover a medium card if you hold the next or next, but one higher. In all other cases, play the lowest, unless calling for trumps.

In trumps you should be more saving of high cards, and with two honors and two low cards you should generally play low at second-hand.

If strong enough in trumps to lead them, it is generally right to signal or call for trumps, by playing a higher before a lower card unnecessarily; as, having a three and a two in a plain suit, play the three first and then the two. If partner calls for trumps, and you hold four trumps, you should signal also in the same way; this is called the *echo*.

If strong in trumps, do not trump a doubtful trick at second-hand, but if weak in trumps, trump freely. If a winning card is led, and you have four trumps, it is well to pass, if you also have a strong hand in the plain suits; but not if the winning card will be followed by other winners of the same suit. With very great strength in trumps (six or more), trump in and lead a trump.

Third-Hand Play.—At third-hand, play on a low card led. Make your best endeavor to take the trick, playing, of course, the lowest of high cards in sequence at the head of the cards held in the suit, for they are of equal value in your hand, and a trick should be taken as cheaply as possible. The only exceptions are: With A, Q, J and low, play the J; with A, Q and low, play Q; with K, J, 10 and low, play 10. You also want to get the high cards of the suit out of your partner's way.

If partner leads a high card, generally pass it; always pass his *honor* (A, K, Q or J), and pass his 10 except you hold Ace. (If he leads 10 from Q, J, 10, etc., you holding A, pass the 10.)

On the second round of a suit, you may *finesse* (chancing to win a trick with a low card when a higher is held in the hand), if the development of the suit and the indications as to the position of the cards justify it. But it is generally safer to play the winning card on the second round.

Do not play a trump on partner's original lead of a high card. It is better to pass it and let the suit be cleared for him, unless you have an established cross-ruff. If partner's original lead is evidently from a weak suit, a deep finesse is justifiable.

Unblocking.—On partner's original lead of a card indicating five or more in suit, as A, Q, or J, you, holding four exactly in the suit, should play your third-

best, and retain until the last the lowest of the suit held by you, as otherwise you might block it, and prevent his last card from making. Other cases will arise for unblocking, for which rules can not be given, but must depend upon close observation and shrewd play.

When you see that your high card of partner's suit is going to take the third trick, for instance, and you have no way of giving him the lead, and it is evident that if your high card were out of the way he could make one more trick in the suit, you should throw your high card on his higher one, or get rid of it on a discard, if possible, to get out of his way. Too little attention is usually paid to this point. Get rid of the control of partner's suit. Keep that of opponents' and trumps as long as possible.

Fourth-Hand Play.—At fourth-hand, play your lowest, unless the trick is against you; in that case take it, if you can, with the lowest available card for that purpose.

The Discard.—Having none of the suit led, you must discard or trump. If weak in trumps, as before stated, trump a doubtful trick; if strong, pass it. The first discard is important, as it gives information of the character of your hand. The



general rule is discard first from your weakest suit, and, of course, the lowest card of it; but if opponents have shown a superiority in trumps, by leading or calling for them, your first discard should be for the best protection of your hand all around. If it afterwards appears that your partner has the superiority, the next discard should be from the weakest suit. Later discards are made according to the hand (keeping high cards guarded if possible) when necessary.

General Advice.—Watch the cards carefully, and notice what is played, and by whom. Good Whist depends upon close observation and inference. Remember that your partner is equally interested with you, and do not play your own hand without regard to his. Team play is the essence of Whist. Do not stick to a plan formed at the outset of the hand, if it is clearly useless; be ready to change your game to meet the conditions.

The Laws of Whist.

As Revised by the Third American Whist Congress, held at
Chicago, June, 1893.

1. **The Game.**—A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

2. **Forming the Table.**—Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six, the four having the preference play. Partners are determined by cutting. The highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater

number. Between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game, or of cutting out.

7. **Cutting.**—In cutting, the Ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

8. **Shuffling.**—Before every deal the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last.

9. The pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

10. **Cutting to the Dealer.**—The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it toward the dealer. At least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer and cut again. If there is any confusion of the cards, or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

13. **Dealing.**—When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer—

i. If any card except the last is faced in the pack.

ii. If, during the deal, or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned, after which the deal is valid, and the packs, if changed, so remain.

17. **Misdealing.**—It is a misdeal—

- I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.
- II. If he deals a card incorrectly, and fails to correct the error before dealing another.
- III. If he counts the cards on the table or in the remainder of the pack.
- IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.
- V. If he looks at the trump card before the deal is completed.
- VI. If he places the trump card face downward upon his own or any other player's cards.

A misdeal loses the deal, unless, during the deal, either of the adversaries touches a card, or in any other manner interrupts the dealer.

18. **The Trump Card.**—The dealer must leave the trump card face upward on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is, and the dealer must inform him.

19. **Irregularities in the Hands.**—If, at any time after all have played to the first trick (the pack being perfect), a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice—

- I. To have a new deal; or,
- II. To have the hand played out, in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

20. **Cards Liable to be Called.**—The following cards are liable to be called by either adversary:

- I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.
- II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.
- III. Every card so held by a player that his partner sees any portion of its face.
- IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.
- V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upward upon the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player can not be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or throws them all on the table together. After the first card is played, the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

24. **Leading Out of Turn.**—If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

25. **Playing Out of Turn.**—If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or, if he has none, to trump or not to trump the trick.

27. **Abandoned Hands.**—If all four players throw their cards on the table, face upward, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established, provided that if a revoke is discovered, the revoke penalty attaches.

28. **Revoking.**—A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted,

unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be enforced for as many revokes as occur during the hand. The revoking side can not win the game in that hand. If both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

34. **Miscellaneous.**—Any one, during the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a

suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

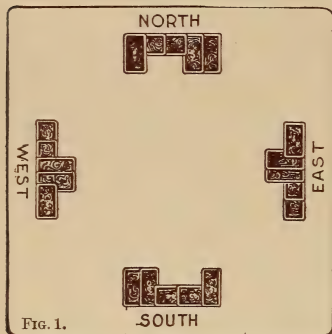
Etiquette of Whist.—The following rules belong to the established code of Whist etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct therein pointed out which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases.

- I. No conversation should be indulged in during the play, except such as is allowed by the laws of the game.
- II. No player should, in any manner whatsoever, give any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.
- III. No player should lead until the preceding trick is turned and quitted.
- IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.
- V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.
- VI. No player should purposely incur a penalty because he is willing to pay it; nor should he make a second revoke in order to conceal one previously made.
- VII. No player should take advantage of information imparted by his partner through a breach of etiquette.
- VIII. No player should object to referring a disputed question of fact to a by-stander, who professes himself uninterested in the result of the game, and able to decide the question.
- IX. By-standers should not in any manner call attention to or give any intimation concerning the play, or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

Duplicate Whist.

Duplicate Whist embraces the maxims and rules of the regular game of Whist as far as that game goes, and furnishes besides the additional feature of preserving the identity of the hands, so that, after playing a series of deals, each side in play can exchange their original hands with the other, and replay the same number of deals, thus giving to each side the same totality of strength in the hands; whence, any difference in the result between the original and duplicate plays will indicate superior play for the side making the most tricks.

The cards are dealt and the initial game is played exactly as in Whist, except that each player plays his cards on the table in front of him, turning each face down when it is seen which player wins the trick. The winner of the trick receives one chip or counter. The cards composing the four hands are thus kept separate.



NOTE.—Instead of using checks for counting tricks, as described, it is becoming more usual for the players to mark the result of each trick by the manner of placing their cards as they play them. The winners place their cards perpendicularly to the edge of the table nearest them. The losers place theirs horizontally. By this means the four cards of a trick all point in the same direction, and toward the winners.

The cards should be overlapped so as to preserve their order.

In Fig. 1, five tricks are shown as played.

The first, second and fifth have been won by North and South, the third and fourth by East and West.

When the hand is played out, the four sets of cards are put away (still being kept separate) in a proper receptacle, and another pack of cards is used for the next game, which is played exactly as above; and so on until the number of games agreed upon are played. The cards which are used for any one of the original games are then taken from the receptacle and used for the first duplicate game; those originally held by North and South being given to East and West, and *vice versa*. The entire series of duplicate games are played in this way, the result being, when all the games are finished, that each set of partners has played all the hands held by their adversaries on the original play.

When the duplicate play (or replay of the cards) is by the same players, it is usually preferred to declare one suit trump for the entire sitting; otherwise, the trump card is liable to cause the peculiarities of the hand to be remembered. When the duplicate play (or replay) is by different players, the turning of a trump is usually preferred. Sometimes in the duplicate play a player will recollect some feature of a deal from the original play. In such cases, he should play his cards strictly in accordance with Whist maxims. Opportunity for thus memorizing hands may be avoided almost wholly by playing a larger number of deals, and making the original play one evening and the duplicate another.

NOTE.—If an individual record is desired, each player may play one-third of the deals with each of the other three as a partner, South and East exchanging after the first third, and South and West after the second third. On the replay, they should resume their original positions, and change after each third, as before.

For particulars regarding League matches, individual matches and complete table of changes, etc., send two-cent stamp for our pamphlet on "Duplicate Whist."

The Laws of Duplicate Whist.

As adopted by the Seventh American Whist Congress, 1897.

Duplicate Whist is governed by the laws of Whist, except in so far as they are modified by the following special laws:

(a) **The Game and the Score.**—A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit North and South, the other half East and West.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it; the average score of all the pairs seated in the positions opposite to its odd pair.

Each side shall keep its own score, and it is the duty of the players at each table to compare the scores there made and see that they correspond.

In a match between two teams, the total number of tricks shall be divided by two, and the team whose score of tricks taken exceeds such dividend wins the match by the number of tricks in excess thereof.

In a match between more than two teams, each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of the average score of all the competing teams.

In taking averages, fractions are disregarded and the nearest whole number taken, one-half counting as a whole, unless it is necessary to take the fraction into account to avoid a tie, in which case the match is scored as won by "the fraction of a trick."

(b) **Forming the Table.**—Tables may be formed by cutting or by agreement.

In Two-table Duplicate, if the tables are formed by cutting, the four having the preference play at one table, and the next four at the other. The highest two at one table are partners, with the lowest two at the other. The highest two at each table sit North and South, the lowest two East and West.

(c) **Dealing and Misdealing.**—The deal is never lost. In case of a misdeal, or of the exposure of a card during the deal, the cards must be redealt by the same player.

(d) **The Trump Card.**—The trump card must be recorded before the play begins on a slip provided for that purpose.

When the deal has been played, the slip on which the trump card has been recorded must be placed face upward by the dealer on the top of his cards, but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upward on the tray until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must



CINCINNATI WHIST CLUB.

be turned face downward as soon as the trump card is taken up by the dealer; if the trump card has been otherwise recorded, such record must also be then turned face downward.

The dealer must leave the trump card face upward on the tray until it is his turn to play to the first trick, when it should be taken into his hand.

If it is not taken into the hand until after the second trick has been turned and quitted, it is liable to be called.

After it has been lawfully taken up, it must not be named, and any player thereafter naming it, or looking at the trump slip, or other record of the trump, is liable to have his highest

or lowest trump called by his right-hand adversary at any time during the play of that deal, before such adversary has played to any current trick, or before the preceding trick is turned and quitted, in case it is the offender's turn to lead. The call may be repeated until the card is played, but it can not be changed.

(*e*) **Irregularities in the Hands.**—If a player is found to have either more or less than his correct number of cards, the course to be pursued is determined by the time at which the irregularity is discovered.

- I. Where the irregularity is discovered before or during the original play of a hand, there must be a new deal.
- II. Where the irregularity is discovered when the hand is taken up for overplay, and before such overplay has begun, the hand in which the irregularity is so discovered must be sent back to the table from which it was last received, and the error be there rectified.
- III. Where the irregularity is not discovered until after the overplay has begun, in two-table duplicate there must be a new deal; but, in a game in which the same hands are played at more than two tables, the hands must be rectified as above, and then passed to the next table without overplay at the table at which the error was discovered; in which case, if a player had a deficiency, and his adversary the corresponding surplus, each team takes the average score for that deal. If, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal. In the overplay of a deal, if a trump is turned other than that recorded on the trump slip, in a game of three or more tables, the player at fault shall be given the low score for that deal, and in single or two-table duplicate, there must be a new deal.

(*f*) **Playing the Cards.**—Each player, when it is his turn to play, must place his card face upward before him, and toward the center of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

(*g*) **Revoking.**—A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted, and the scores of that deal recorded, but not thereafter.

A player may ask his adversaries if they have any of the suit renounced; but the question establishes the revoke, if it is his partner who has renounced in error.

(*h*) **Cards Liable to be Called.**—The holder of a card liable to be called can be required to play it only by his right

adversary; if such adversary plays without calling it, the holder may play as he pleases. If it is the holder's turn to lead, the card must be called before the preceding trick is turned and quitted, or the holder may lead as he pleases.

The unseen cards of a hand faced upon the table are not liable to be called.

(i) **Enforcing Penalties.**—A player having the right to call a suit loses such right unless he announces to the adversary first winning a trick, before the trick so won by such adversary is turned and quitted, what particular suit he desires led.

A player has the right to remind his partner that it is his privilege to enforce a penalty, and also to inform him of the penalty he can enforce.

A player has the right to prevent his partner from committing any irregularity, except renouncing in error.

Single Table, or Mnemonic Duplicate.

The laws of Duplicate Whist govern where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary. Instead of turning the trump, a single suit may be declared trumps for the game. On the overplay, the cards may be gathered into tricks, instead of playing them as required by law (*f*). In case of the discovery of an irregularity in the hands, there must always be a new deal.

Bridge Whist.

This new variation of Whist is fast coming into popular vogue. A full pack of fifty-two cards is used. The laws of Whist apply as to formation of tables, shuffling, cutting and dealing. In case of a misdeal, however, the same hand deals again. No trump card is turned.

After the cards have been taken up, the dealer has the option of declaring what suit shall be trumps, or whether the hands shall be played *sans atout* or *grand* (without trumps). Or the dealer may pass this option on to his partner, who must then name a trump or declare to play *sans atout*. If the partner names a trump suit or *grand* before the option has been properly passed to him by the dealer, a new deal must be had. A declaration can not be changed after it is once made.

If Spades are named as trumps, each trick over six taken in counts two points; if Clubs, four points; if Diamonds, six points; if Hearts, eight points. If the hand is played *sans atout*,

each trick over six taken in counts twelve points. In case both the dealer and his partner refuse to name a trump, the hand must be played sans atout.

After the dealer or his partner have declared regarding the trump, the adversary at the dealer's left has the privilege of *doubling*, or may pass the option to his partner. If they so double, each trick over six is counted at double its original value—thus, in Spades, four; in Clubs, eight, etc.

If the adversaries double, the player who originally declared the trump may *re-double*, or may pass the option to his partner. Each trick over six is then counted at four times its original value—thus, Spades, eight; Clubs, sixteen, etc.

If this is done, the adversary who doubled first may again re-double, or pass the option to his partner, and this re-doubling is continued until one or the other sides declares to *play*, the value of each trick being multiplied by two at each re-double.

In case the hand is played sans atout, through failure of the dealer or his partner to name a trump, there is no doubling allowed, but the simple "grand" game must be played.

Honors, Chicane and Slam.—In addition to the points scored for tricks as above, the following count when held in the hands:

HONORS.—If a player and his partner conjointly hold:

- I. The five honors* of the trump suit, they score "for honors" five times the value of a trump trick (exclusive of any doubling).
- II. Any four honors of the trump suit, they score four times the value of a trump trick; or any three honors, two times the value of a trump trick (exclusive of any doubling).
- III. Five honors, four being held in one hand and the fifth in partner's hand, score four and one-half times the value of a trump trick (exclusive of any doubling).
- IV. Four or five honors held in one hand count double the above.

If the "grand" is played (no trump), honors are counted thus:

- I. Four Aces in the hand of a player and his partner (conjointly) score forty points.
- II. Any three Aces held as above, thirty points.

If a player in his own hand (in grand) holds the four Aces, it scores his side one hundred points.

See Table of Points, page 35.

CHICANE.—If a player holds no trumps, his side scores "for Chicane" twice the value of a trump trick (exclusive of any doubling). "Chicane" must be claimed only after the hand is played out. If declared before all the cards are played, it can not be scored.

SLAM.—If either side takes in (exclusive of a penalty for revoke) all thirteen tricks, it is called *Grand Slam*, and scores

*The honors consist of Ace, King, Queen, Jack and Ten of the trump suit. When there is no trump, they consist of the four Aces.

them forty points; if they take in twelve tricks, it is called *Little Slam*, and scores them twenty points.

All points made for Honors, Chicane or Slam are not scored until the end of the Rubber (see "The Rubber").

The Play.—When all are through doubling or re-doubling, the player on the dealer's left leads a card; the dealer's partner then lays his cards face up on the table, and withdraws from the game. The dealer then plays both his partner's (exposed)



TROPHY WHIST—LARGE INDEXES.

hand and his own, playing from each in turn, but he does not expose his own hand. The play and lead is exactly as in Whist.

After the dealer's partner has laid down his cards, he can take no further part in the play, except to play such cards from his exposed hand as the dealer shall designate. He can not make any suggestion or hint as to what card he shall play, under penalty of such card being called; neither can he leave his seat to examine the hand of partner or adversaries.

The exposed hand (dummy) is not liable to a penalty for revoke, as it is in plain view of adversaries while being played; a

trick in which such revoke occurs stands good, unless discovered before it is turned down.

Penalties for exposed cards, misplays, etc., and cards liable to be called, are the same as in Whist.

The Rubber.—The Rubber is the best of three games. If the same players win the first two, the third is not played.

Scoring.—Each game consists of thirty points, scored from points made by taking in tricks only. Points made for Honors, Chicane and Slams do not count for game. In keeping the count, the score for honors and that for tricks should be kept entirely separate.

An account of Honor, Chicane and Slam points is kept until the end of the Rubber. The winners of the Rubber score one hundred points. After the Rubber is played, each side counts up all points made for tricks, Honors, Chicane and Slams and for winning the Rubber, and the side having the most points wins. It is thus possible that the winners of the Rubber may be the losers by points.

In case either side scores the thirty points necessary to win a game during the playing of a hand, such hand must be played out, and all points made must be scored.

The Revoke.—The penalty for a revoke is the transfer of three tricks to the opposing side. Tricks taken for a revoke do not count for Slams. At least one trick must be left to the revoking side. The latter can not win the game that hand, no matter what they make; they may play the hand out, however, and score all they make up to twenty-eight, or within two points of going out.

TABLE OF POINTS.

WHEN TRUMPS ARE—		♠	♣	♦	♥
Each trick above six counts.....		2	4	6	8
HONORS.	{ Three Honors in two partners' hands count.....	4	8	12	16
	{ Four Honors in two partners' hands count.....	8	16	24	32
	{ Five Honors in two partners' hands count.....	10	20	30	40
	{ Four Honors in one hand count.....	16	32	48	64
	{ Five Honors (one in partner's hand) count.....	18	36	54	72
	{ Five Honors in one hand count.....	20	40	60	80
Chicane counts.....		4	8	12	16
WHEN THERE ARE NO TRUMPS,					
Each trick above six counts.....					12
HONORS.	{ Three Aces in two partners' hands count.....				30
	{ Four Aces in two partners' hands count.....				40
	{ Four Aces in one hand count.....				100
Grand Slam counts.....					40
Little Slam counts.....					20

Domino Whist.

(FIVE OR NINE.)

Domino Whist is the same in all respects as Fan Tan, except that instead of leading a seven-spot as a *starter*, the eldest hand, or the first player after him who is able to do so, may lead either a five or a nine. Whichever of these two cards is led then becomes the starter, and the other three suits must be *opened* with the same card. Fan Tan rules and requirements apply.

Three-handed Whist.

Discard the two, three and four-spot of each suit and the five of Spades. Deal thirteen cards to each player, and play as in Whist. The rules and laws of Whist apply. Four tricks are a book, each trick in excess of four, therefore, scoring one point. Ten points are game.

Thirteen and the Odd.

(TWO-HANDED WHIST.)

Use a full pack of fifty-two cards, ranking as in Whist. Two can play. Cut for deal, ace being low. Deal thirteen cards to each and turn up the next card for trump. The dealer's opponent leads and tricks are taken exactly as in Whist, the same rules and laws applying. The player first taking seven tricks wins the game. A revoke forfeits the game if the trick is quitted before it is discovered.



A QUIET DRAW.

Draw Poker.

Draw Poker is played with a pack of fifty-two cards, by two, three, four, five, or six (and sometimes seven or eight persons). Five is the best number.

Until recently, when six or more players were entered in a game, it was necessary frequently to draw from the discarded cards, as the pack was insufficient to supply all the players. The introduction of the new Poker Cards, with 11 and 12 spots added to each suit (making a pack of 60 cards) has, however, done away with this necessity, and they should be used in six, seven and eight-handed games.

Before the cards are shuffled, the players set a *limit* for the amount of any single bet during the sitting, and determine whether they shall play *freeze-out*, *table stakes*, *jack pots*, or plain Draw Poker.

In *freeze out*, all the players begin with an equal stake, which can not be added to except by winnings. No player can quit until a fixed hour so long as any of his stake remains. Every player has a *sight for his money*; that is, when a player puts up all he has, the others may continue to bet among themselves, but that player's hand retains its value in the final *show-down* for what he has *put up*.

In *table stakes*, each player starts in with whatever amount he pleases on the table before him, quits when he pleases, and if he so chooses, may add to his stake from his own resources *between deals*. Each player has a sight for the last of his stake the same as in *freeze-out*.

In *jack pots* all players *ante* an equal amount at the same time. After looking at his hand, each in turn, says whether he can or can not *open the pot*. The pot can not be opened by a player unless his hand contains a pair of jacks or better. If no

player opens it, each adds another chip to the pot, and the cards are dealt by the next player in turn. Thus, the pot continues to grow until some one says he can and will open it. The opener then makes a bet, and the others either put up equal amounts or more, or *pass*. Cards are not drawn, and the game proceeds in the ordinary way, except that the opener makes the first bet.

To *pass* is for a player to surrender his hand and all interest in the pot for that round.

Before the cards are dealt, the *age* must put up the *ante*, and if there is to be any *straddling*, it must be done then or not at all.

The *age*, *eldest hand*, or *ante man*, is the player next to the dealer at his left.

The *ante*, or *blind*, is a limited sum the *age* must put up before the cards are dealt.

The *straddle* is a double ante. The privilege of straddling the ante belongs exclusively to the player next to the *age* at his left, but the straddler may be straddled by the succeeding player only, and so on up to a set limit. Like the ante, the double ante (or straddle) must be made before the cards are dealt. Unlike the ante, the straddle is not obligatory; as a matter of fact, good players rarely straddle.

Since there is no advantage in the deal, any one may be first dealer.

The dealer, beginning at the left, gives every player in turn one card at a time until each has five.

After he has taken up his cards, each in turn, beginning with the player next to the *age*, says whether he will *pass* or *go in*. Those who *go in* put up double the ante, and the *age* (if he *stays in*) makes his ante good with the required amount. When a player goes in, he has the privilege of *raising* then and there, by betting any amount he pleases up to the limit. As straddles are simply enlarged antes, they must be *made good* in exactly the same way the original ante is made good before raising. Thus, A antes one chip, B straddles with two chips, C must put up four chips if he goes in, A three, and B two.

To *see*, *make good*, or *stay*, is to put up as much as the last preceding player who has not passed. To *call*, is the same as to see, but only the player who has the last say uses the term call.

To *raise*, or *go better*, is to bet more than the preceding player who has not passed.

When all who have not passed are equally represented in the pot, each of them in turn discards from one to five cards and gets an equal number from the dealer, or *stands pat*. The dealer helps himself last, from the top of the pack, the same as the others.

To *stand pat* is to retain the original hand received, without attempting to better it by discarding and drawing.

To *fill* is for a player to draw just the cards he wanted to strengthen his hand.

When all are served the regular betting begins, starting with the *age*. Each player as his turn comes must either bet or pass. The *age*, who is first entitled to bet, may, however, withhold his bet until the betting has gone around the table to him. This is called *holding the age*, and this is a generally practiced advantage.

He may simply see the preceding bet, or he may see it and at the same time go better by raising it. This raising may be continued round and round indefinitely (one or more, perhaps, passing out in the meantime) until all the participants merely see the last raise without increasing it. The last player to see this raise *calls the halt*. In case all pass but one player he takes the *pot* without showing his hand.

The *pot*, or *pool*, is the money or chips put up to be played for.

After the *call* is made, all who have not passed show their hands, face up, on the table, and the best hand wins the pot. The value of the hand increases as follows: Highest card, one pair, two pairs, three of a kind, straight (or sequence), flush, full hand, four of a kind, straight flush.

Ace is the highest card, king next, etc.

A pair is two cards of the same denomination, as two aces, for instance.

Two pairs are of different denominations, as two aces and two kings. If they are of one denomination—two pairs of aces, for instance—they make four of a kind, which is next to the highest hand of all.

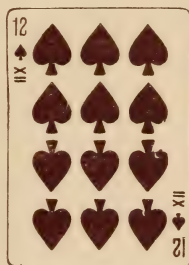
Three of a kind are three of the same denomination—three aces, for instance.

A straight consists of five cards in their order, without regard to suits—seven, eight, nine, ten, jack, for instance, of mixed suits. If they are all of one suit—all hearts, say—they make a straight (or sequence) flush, the highest hand that can be held.

A flush is five cards of the same suit, but not in regular sequence—two, three, five, seven and king of hearts, for example.

A full hand consists of three of a kind and a pair, say three aces and two tens.

Four of a kind and the straight flush have already been explained.



No. 555. FULL-HOUSE
POKER CARDS.

Laws and Rules.

The pack must contain fifty-two cards.

Ace is high or low card.

The deal goes to the player who gets the highest card. In case of a tie in the highest cards, fresh cards are given only to the tied players.

The age must ante before the deal begins.

The ante may be any amount not exceeding half the limit. The age may make his ante good at the start, if he so chooses; that is, ante the full amount *flat*.

Only the player next after the age has the privilege of straddling. He, however, may be restraddled by the next player, and so on, provided the amount to be made good does not exceed the limit. Straddling must be done before the deal. Straddles can not be raised, except by restraddling, until the cards are dealt.

Straddling does not give a player the age. The privilege of the age can not be transferred or taken away.

Any player has the privilege of shuffling the cards, the dealer last.

The player at the right of the dealer cuts the cards.

A cut of less than three cards is not legitimate.

The deal always goes to the left.

If it is discovered before the draw that the pack is foul the dealer deals again.

If a card is faced in the pack on the deal the dealer deals again.

If, on the deal, the dealer exposes a card, the player must accept it. If he exposes more than one card of the hand of any one player, he must deal again.

If the bottom card of the pack is exposed, a new deal may be demanded by the player if he has not looked at any of his own cards.

If a player discovers, before he has looked at any of his cards, that he has received more or less than five, the dealer deals again. If he finds his hand foul, after he has looked at any of his cards, he must pass out of that round.

When all the other players pass, the age recovers his ante, unless by agreement a jack pot is thus called for.

When a player deals out of his turn the deal stands good unless discovered before each has received five cards.

Between the deal and the draw, each in turn may raise by any amount within the limit.

Should the age make his ante good at the start, he still has the privilege of raising before the draw.

Players must meet every raise, or pass.

Beginning with the age, all should discard in rotation before any one is allowed to draw cards.

Each player should take the exact number of cards he calls for.

After a player has been served, no preceding player can change his draw or correct any mistake in it.

The dealer should announce the number of cards he draws. Before a player picks up his cards or makes a bet he may ask

how many cards the dealer drew, and the latter is bound to answer; but not otherwise.

On the draw, if a card is faced in the pack, or exposed by the dealer or in any other way, it can not be taken, but must be made good from the top of the pack after all the other players have been served. If more than one card is exposed the law remains the same.

When a player passes he surrenders his hand and all his interest in the pot. If he passes by mistake, he can not correct the error after the next player has had his say.

When a call is made, all the players participating may be compelled to show their entire hands, face up, on the table.

A player who makes a bet that is not called takes the pot without showing his hand.

If a player miscalls his hand that does not debar him from winning the pot, as the cards speak for themselves.

When a player puts up all he has, he should have a sight for his money; as in table stakes; but if he borrows to raise he must borrow to call.

A foul hand can not win, if called.

If the two highest hands are tied throughout, the pot is divided by those two players. If tied in part only (each with the same two pairs, for instance) the highest card determines the value of the hands.

A flush of any particular color is no better than an equal flush of any other color.

The ace can not count as both high and low card at the same time. King, ace, two, three, four, for instance, is not a straight.

A straight beats three of a kind.

Jack Pots.—No player can pass before the pot is opened.

No straddles can be made.

No one is obliged to open the pot.

The opener makes the first bet.

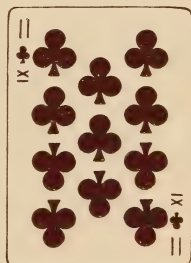
A player may split a pair in opening a jack pot, but he must be able to prove that he held the openers at the start.

The opener must hold jacks or better.

When a player says he can not open the pot, he has lost his privilege of opening it even though he discovers that he might have done so.

A jack pot is not opened until the opening bet is put up.

When it is discovered that the pot has been falsely opened, the opener pays a penalty and at once retires from that



NO. 555. FULL-HOUSE
POKER CARDS.

round, the other players proceeding as though the opening was legitimate.

The proper penalty for a false opening is for that player to contribute to the pot an amount equal to the total of the pot at the time the falsity of the opening was discovered.

When the pot has been falsely opened, and all the other players have surrendered their hands, the pot, with the penalty added, is played for in the regular way, the same dealer dealing again, and the one who made the false opening participating in the play.

When the opener of a jack pot is not called, he must show that he has exactly five cards; but need not show, face up, more than the openers.

Straight Poker.

Straight, or Bluff Poker (played with a full pack of cards), differs from Draw Poker (page 37) in the following particulars only: The winner of the pot deals for the next hand. All must ante before the cards are cut for the deal. Each player may pass and afterward come in again, provided no bet has been made. No cards are discarded from the hands—the players retaining the five originally dealt them. In case of a misdeal, or when all pass, the deal goes to the eldest hand, and each player antes again (*double-header*).

Whiskey Poker.

Deal one card around to each player, and one card to a blind hand, until each (including the blind, or *widow*) has five cards.

The eldest hand may pass, play the hand dealt him, or take the blind hand. If he does not take the blind, the next player has the same privilege, and so on until it is taken up or all have passed it. In case a player takes the blind, he discards his own hand, *face up*, on the table. The next player then has the privilege of discarding one card from his hand into the lot exposed on the table, and taking up one of the exposed cards instead. The next player then has the same privilege, and so on around until some player signifies that he is satisfied with his hand as it is (generally by knocking on the table). After this, each player may make one more exchange, after which the hands are exposed, and the best one takes the pool. Should a player knock on the table before the blind is taken up, it is immediately exposed; each player, from the one who knocks on, is given one chance to draw from it. If all pass the blind, the dealer turns it face up, and the drawing proceeds as above. In general, the rules of Draw Poker apply.

Stud Poker.

One card is dealt each player, face down. Then four more, one at a time, face up. Each player then examines the first card dealt him, and the betting proceeds, after which the first card dealt to each hand is exposed, the highest hand winning.

Mistigris.

(POKER WITH THE JOKER—FIFTY-THREE CARD POKER.)

The Joker (Mistigris) is sometimes used in playing Draw Poker, and when used is considered as any card the holder of it may desire to call it. Thus, four Aces and the Joker becomes five Aces; four of a suit with the Joker becomes a flush, etc.

Boodle.

(NEWMARKET, OR STOPS.)

A pack of fifty-two cards is used, and any number may play. An Ace of Hearts, King of Diamonds, Queen of Spades, and Jack of Clubs are taken from another pack and laid in a row at center of table. These are the *Boodle* cards.

In playing, Ace is low and King high, the cards ranking in regular sequence. Cut for deal; low deals, Ace being low.

Previous to the deal, the dealer places three counters or chips and the other players two each on the *Boodle* cards. These may be placed on any one of the *Boodle* cards, or split up between them.

When, during the play, a card to correspond with either of the four *Boodle* cards is played, the player of such card is entitled to all the chips lying on such *Boodle* card.

The dealer deals first to an extra hand, then to himself, and then around to the left, dealing out all the cards, one at a time. He then takes up his own hand, and if he does not desire to play it, he may lay it down and take up the extra hand, which he must then play. He alone has the privilege of seeing the hand he discards, and it is for this he places the extra chip in the *Boodle pile*.

The player to the dealer's left leads from any suit desired, but must lead the lowest card he has of that suit. Any player having the next suit card in sequence plays it, and so on until a *stop* occurs, when the cards played are turned face down. A *stop* is a card which bars further sequence play. The four Kings are stops, and also all cards next lower in sequence than the ones in the extra hand. A player making a stop must give one chip to each of the other players.

The player of a stop leads for the next play, leading the lowest card of any suit he holds.

The play continues until one of the player's cards are exhausted. Each of the other players must then pay to him one chip for each card they hold in their hands.

A new deal then ensues.

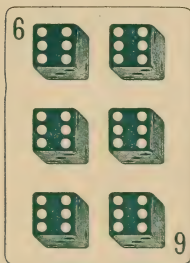
Any chips remaining unclaimed on the Boodle cards hold over and increase the stakes for the next game.

A player failing to play in sequence when he can do so (revoking) must pay one chip to each of the other players as a penalty for such revoke.

Should the card revoked be in sequence next below any of the four Boodle cards, he must pay to the holder of the card corresponding to this Boodle card as many chips as are staked on such card; or, if no player holds the corresponding card, must double the stakes on the Boodle card.

Poker=Dice.

The Game of Poker-Dice is played with a special pack of forty-nine cards, on the faces of which are reproduced dice spots, running from one to six. There are eight series of these spots, two each of four different colors, which, with the Joker, makes up the forty-nine cards. The four colors take the place of the four suits in regular Playing Cards.



Deal five cards to each player, discard and draw as in Poker.

After the draw each player calls his hand. The cards are laid down, face upward, and the best hand wins.

In case the Joker is used, it may denote any dice card the player holding it chooses.

The Joker is always the highest card.

Thus, if one player has four Aces and another three Aces and the Joker, the latter calls the Joker an Ace, giving him four Aces, and, the Joker having precedence, wins the hand.

Cards rank as follows: Joker, Ace, Six, Five, Four, Three, Two, there being eight of each in a pack.

Straights or flushes may or may not count, at the option of the players.

The rules for Poker apply. Understanding Poker, all the variations can be appreciated.



WHEN HEARTS ARE TRUMP.

Hearts.

The game of Hearts is one which is not so simple as may appear at first glance, and though it requires less study than Whist, close attention to the cards played is necessary and considerable skill may be developed by application to the game. A full pack of fifty-two cards is used—each player thus holding thirteen cards in a four-handed game, and the object of the game is to take in as few hearts, in play, as possible. Suit must be followed, but in case a player holds none of the suit led, he should invariably throw off by discarding a high heart from his hand. The player who is lucky enough to be able to discard all the hearts in his hand is sure of winning.

The regulation game of Hearts is played by four persons, as individuals, though the game may include more players. The cards rank the same and are dealt the same as in Whist, but the dealer does not turn up the last card, as there is *no* trump.

If less or more than four play, then the remaining cards, after all hands have been dealt around, shall remain face downward on the table until the last trick of the first or last hand

is played (as the players may previously agree upon), when they shall belong to the player taking the last trick; or, enough Deuces may be discarded from the pack to make the cards deal out even; discarding first, Deuce of Spades; second, Clubs; third, Diamonds; fourth, Hearts.

The first player to the left of the dealer leads, and all other players must follow suit. If they hold no cards of the suit led they may discard as they please, the object of the game being to get rid of the Hearts held in one's hand and not to take any.

The game usually ends when the thirteen tricks are taken, though it can be made continuous to a greater number of tricks taken, as may be agreed upon by the players.

Counters or chips are generally used, and may or may not have a money value.

The player having the *least* number of Hearts when the hand is played out wins, and the other players shall pay him as many chips as they hold Heart cards.

If two players should hold like numbers of fewest Hearts, then they shall divide equally between themselves the number of chips received from the other players. If counters or chips of half value are not used, the odd chip, if any, in making the division, is left on the table and added to the total payments made at the next round.

A player revoking can not win that game, and may be compelled to pay a penalty to each player, if agreed upon.

VARIATIONS.—The value of the Hearts may be changed or varied to suit the pleasure of players; for instance, an increased interest may be had in the game by having the Ace of Hearts count fourteen chips; King of Hearts, thirteen chips; Queen of Hearts, twelve chips; Jack of Hearts, eleven chips; and the rest of the suit according to the spots on each card.

Auction Hearts.

The cards are dealt as in ordinary Hearts. On examining their hands, one or more of the players may conclude he has a better chance of winning the pool if the game were to avoid taking cards of some other suit than Hearts, as, for instance, Spades. He is willing to pay something, therefore, for the privilege of changing the suit from Hearts to Spades. Each player, beginning with the eldest hand and passing around to the left, has one chance to bid for this privilege. The highest bidder then names the suit to be substituted for Hearts, and immediately pays into the pool as many chips as he has bid. He then leads to the first trick, and the play proceeds on the same principle as Hearts.

If one of the players avoids taking any cards of the suit named, each of the others having taken at least one, such player takes the pot. If two players get clear, the pot is divided, the odd counter, if any, being left as a starter for the next pot. If all the players take one or more cards of the suit named, or if one player takes all thirteen, it is a Jack pot. In the latter instance there is no bid on the following hand, but the last successful bidder must name the suit again without bidding, and so continue to name it until the Jack pot has been won, after which the players again bid for the privilege of naming the suit.

As a general thing, the players combine against the successful bidder and try to defeat him.

Sweepstakes.

A variation of Hearts, in which, after the hand is played, each player deposits on the table one chip or counter for each Heart card he has taken in. When the entire thirteen Hearts are thus paid for, if one player has taken no Hearts, the entire amount is given to him; if two players, it is divided, the odd counter remaining on the table to swell the next pot. If three players have taken no Hearts, or if all have taken one or more, the chips remain on the table and form a Jack pot. This pot can be won, in the following deals, only by a player who has taken no Hearts while all the others have taken one or more. The players continue to pay into the pool, thirteen counters for each deal, until the pot is won. Sometimes the odd counter, which is left after two players have divided the pool, is also used as the starter for a Jack pot.

Two-handed Hearts.

Deal thirteen cards to each, and place the pack face down on the table. The adversary leads and the dealer must follow suit, if possible, as in the ordinary game. The winner of the trick, before leading to the next trick, takes the top card from the pack, and the other player the next card. The play thus continues until the cards are all drawn from the pack and the hands played out. Each player then counts the number of Hearts he has taken in, and the one taking in the greater number pays to the other the difference between the two amounts. Thus, if A has taken eight Hearts and B five, the former pays to the latter three counters; or if counters are not used, the latter is credited with three points.

If desired, a certain number of points may be designated as game.

Three and Five-handed Hearts.

In the three-handed game, the Deuce of Spades is discarded, and seventeen cards are dealt to each player. In the five-handed

game, the two black Deuces are discarded, and ten cards dealt to each. The player having the least number of Hearts when the hand is played out wins, and the others pay him one chip for each Heart they hold in excess of those he holds. Sweepstakes (Jack pot) may be played.

Progressive Hearts.

The players are seated as in Progressive Euchre. Only one hand is played at each table. When the hand is completed, the two ladies compare hands, and the one having the least Hearts progresses. The two gentlemen then do likewise. When all are ready to move, the hostess taps a bell, and the successful players move up to the next table. Ties are decided by cutting (Ace being low and high winning). Or, in case of a tie, each may be scored one-half a game and decide who shall progress by cutting.

NOTE.—The United States Self-Scorer, for Progressive Games, avoids confusion, and instantly detects and corrects errors in the score. It is the only system providing for the scoring of half games.

Heartsette.

A variation of Hearts. When four play, discard the Deuce of Spades, and deal twelve cards to each player, the three remaining constituting the *widow*. When any other number than four play, deal each an equal number of cards, the odd cards constituting the widow. The winner of the first trick *must* take the widow, examine it, and then add it to the trick just taken in. It may thus be a disadvantage to him, by adding one or more Hearts to the trick, or it may be an advantage by giving him a knowledge which the other players do not possess, namely: as to just what Hearts are still out in the hands. Payments may be made as in the ordinary Hearts games.

HINTS FOR PLAYING HEARTS.—Do not lead Hearts unless you have the lowest out and are sure some of the players have higher ones with which they will be compelled to take the trick.

High cards of a lay suit may be led once, provided none of that suit has already been played; thereafter, however, a low card should be led. If compelled to take a trick, take it with the highest of that suit you have. Should you hold a single card of a lay suit which has not been played, lead it. Lead a high card from a short suit and a low card from a long suit.

Always bear in mind that as there are four players and only thirteen cards in each suit, with the very best of luck a suit will only reach around three times, and, the probabilities are, only twice.

If possible, avoid taking a trick when you have no available card to lead.



READY! SPIEL!

Cribbage.

The following rules are for Six-card Cribbage which is almost universally used in this country.

Two-handed Play.

Dealing, Discarding and Cutting.—The game is played with a full pack of cards, and the dealer deals six cards to his adversary and himself, one card at a time. As soon as the cards are dealt, each player discards from his hand two cards, which are the property of the dealer and are called the *crib*. Each player's hand now contains four cards and the crib four cards; nothing is done with the crib until the two hands are entirely played out, when the dealer counts it (with the *starter*) and adds the points to his score.

After the crib has been formed the non-dealer cuts the pack, the dealer takes the top card from the remaining portion and turns it, face upward, after the non-dealer has replaced the cards he cut. This is called the *starter*, and is counted in with each of the hands and the crib. If the *starter* happens to be a jack, the dealer immediately counts two points toward game.

Playing.—After obtaining the *starter* the non-dealer plays first by laying a card from his hand, face upward, on the table immediately in front of and close to him; when he plays this card he announces its numerical value. (All kings, queens and jacks are counted as tens.) The dealer then plays one of his

cards, being careful to keep his cards separated from his adversary's, as the two hands are to be counted separately at the close of the play, and announces the *sum* of the two cards already played. If it is fifteen, he counts two points. Both players continue to play a card in this manner alternately, adding the card played to the sum total of those that have already been played until the count has reached thirty-one, when the player who makes that total counts two points toward game. If a player can not reach thirty-one, he goes as near it as possible, without exceeding it, and the one playing the card nearest thirty-one calls a *go*, and counts one point.

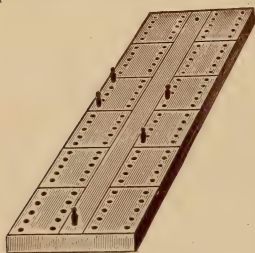
Thus, A plays a King and calls "ten;" B plays a Ten and calls "twenty;" A plays a Six and calls "twenty-six." B has nothing less than a Six in his hand, and, as this would make the total exceed thirty-one, he calls a "go." A, however, still holds a Three and an Ace. He, therefore, can continue the play, and plays the Three, calling "twenty-nine;" then the Ace, calling "thirty;" and as he can go no higher, also calling a "go," and scoring one point. (If, instead of an Ace, he had held a Deuce, he could have called "thirty-one," and scored two points.) The cards are then turned down, and as B still has three cards in his hand, he plays and calls them. Thus, he may play a Seven, calling "seven;" then an Eight, calling "fifteen-two," and scoring two points for the fifteen; then a Five, calling "twenty;" and as both are out of cards, scores one for the last card.

In no event can a card be played that will make the total exceed thirty-one. When this stage of the game has been reached, the cards that have already been played are turned face downward, and the play is continued in this manner until both hands are played out; the player playing the last card counts one point. All points made during play are scored as soon as made.

Counting the Hands.—After the last card has been played, the non-dealer counts his hand first, including the *starter* in it, and for all combinations of these five cards that make fifteen he counts and scores two points for each, also counting *pairs*, *triplets*, *fours*, *sequences* and *flushes*, which are explained further on.

When the non-dealer has finished counting, the dealer counts his hand and then the crib. The deal then passes to the other player, and the play thus proceeds until the game is finished.

Scoring.—The game consists of sixty-one points, and the points are scored on a board which contains four rows of holes,



STARTING POINT.

two on each side, thirty holes to each row, and two holes, one at each end, exactly in the middle of the board, which are called *home*, or *game-holes*. (See diagram.)

The board should be placed horizontally between the players, and each should start from the same end, pegging parallel with each other down the outside edge and up the inside to home. The sixty-first, or game-hole, is the objective point, and whoever reaches this first wins the game. Four *pegs*, two for each player, usually of different colors, are used for scoring.

The first points made on either side are marked with a peg in its proper hole from the starting point; when the second count is made, instead of counting with the original peg used, count with the remaining peg, after which always peg your holes with the *rear* peg.

Counting.—*Two for his heels*—When the dealer turns a Jack for a starter.

His nobs—The Jack of the same suit as the *starter*. It counts two points when turned up (score when turned up), or one point when held in either hand or the crib (score when counting the hand or crib).

A pair—If a player plays a certain card and his adversary plays one of the same denomination to it, the adversary counts two points. A pair also counts two points when held in either hand or crib.

Triplets or threes—If, after the adversary has *paired* a card, his opponent plays a third card of the same denomination (providing it is within the limit of thirty-one), the player of the third card counts six points. Triplets held in the hand or crib also count six points.

Fours or a double pair—If the adversary of the one who played the third card of a triplet immediately plays the fourth of the same denomination, he counts twelve points. Fours in the hand or crib also count twelve points.

Sequences or a run—When, after three cards have been played, they are found to be in sequence, the player of the third card counts three points; if the next player plays a card that will continue the *run*, he counts four points, and so on, whoever continues to keep the cards played in sequence (within the limit of thirty-one), counts one point for each card that has been played.

In the hands and the crib sequences also count one point for each card in the sequence.

Fifteen—If, during the play, a player reaches exactly the sum of fifteen (by counting the face value of the cards already played), he counts two points; any combination of the cards, in the hands or crib, that makes fifteen, also counts two points for the player holding them.

The go—The player who approaches most nearly to thirty-one during the play, counts one point; if he reaches exactly thirty-one, he counts two.

A double run of three—For example, a double run of three is two fives, one six and one seven, and the six and seven-spot can be counted twice, thus: five, six, seven, counts three, and again five, six, seven, counts three; these together count six, also a pair of fives counts two. There are therefore eight points in a double run of three, *viz.*: two sequences of three points each, and one pair. A double run can be counted in either hand or crib, and the starter can be used to make it.

A double run of four—Is when you hold four cards in sequence and an extra card with which to pair any card in the sequence. When this occurs the holder counts ten.

A triple run—Is when you hold triplets and two other cards that will make three sequences of three cards each. A triple run counts fifteen points toward game, *viz.*: triplets count six, and three runs of three cards each count nine; total, fifteen.

A quadruple run—Is when you hold two pairs and an odd card in sequence with both, and counts sixteen points, as: two fives, two sixes and one seven make a quadruple run, because the sequence of three can be counted four times, making twelve points, and the two pairs count four points, making sixteen in all.

A flush—A flush is when you hold four cards in your hand, all of the same suit, and counts four points; when the starter is of the same suit you can include it and count five points.

To count a flush in the crib the starter must be of the same suit as the crib, and a flush in crib can not count less than five.

The starter can not be used while playing the hands, but only in counting the two hands and the crib after the play.

The ace can only be counted in sequences with the deuce, and not with the king. The king is the highest card in sequence.

All kings, queens and jacks count ten each, and the *spot* cards as many as there are pips on each, in playing and making fifteens.

Three-handed Play.

The game of Three-handed Cribbage is scored on a board of triangular shape, containing three sets of holes of sixty each, with the sixty-first, or game hole. Each of the players is furnished separately with pegs, and the points are counted in the usual manner.

Five cards to each player compose the deal, with an extra card dealt to the crib, face downward, to which each player contributes one card from his hand, making four cards in each hand and the crib.

The deal and crib are originally cut for, and afterwards pass in rotation.

Three-handed Cribbage is subject to the same laws as the other varieties of the game.

Four-handed Play.

This game is played by four persons, partners, facing each other, as at Whist. Sixty-one constitutes the game, but many players go twice around the board, making the game one hundred and twenty-one.

At the commencement of a sitting it is decided which two of the four players (one from each opposing side) shall have the management of the score, and the board is placed between them.

The other two are not allowed to touch the board or pegs, though each may prompt his partner.

The deal and crib pass around the table to the left. The dealer gives to each player one card at a time until each has received five cards. The remainder of the pack he places on his left hand. Each person then lays out one card for the crib, which is the property of the dealer.

The right-hand adversary cuts for the deal, while the left-hand adversary cuts for the starter. The play proceeds from right to left, as does the counting of the hands, the dealer counting and scoring his hand last.

General Rules.

Cutting.—The player who cuts the lowest cribbage card deals, ace being lowest. If a player exposes more than one card, his adversaries may determine which he has cut; if there be any confusion of the cards there must be a fresh cut.

There must be a fresh cut for deal for each game.

Shuffling and Dealing.—Each player may shuffle the cards, the dealer last. The players deal alternately throughout the game (if two-handed), and in rotation if three or four-handed.

If the dealer deals two cards at once he may rectify it if he can do so by moving one card only; otherwise a fresh deal is necessary and his adversary marks two holes.

If the dealer exposes any of his own cards there is no penalty; but if he exposes one of his adversary's the adversary marks two holes, and has the option of demanding a new deal prior to looking at his hand. If a card is exposed through any fault of his adversary, the dealer marks two holes, and may deal again. A faced card in the pack (discovered while dealing) requires a new deal.

If the dealer gives his adversary or himself too many cards, his adversary marks two holes, and a fresh deal ensues.

If the dealer does not give a sufficient number of cards to any player, his adversary marks two points, and may demand a new deal or the privilege of completing the hand from the top of the pack.

If a player deals out of turn, and the error is discovered before the starter is turned up, the deal is void and the proper dealer deals. After the starter is turned it is too late to rectify the error.



NO. 46. NEW ERA
COURT CARD.

Discarding to the Crib.—If any player discards when he has too many cards, his adversary marks two holes, and has the option of a fresh deal or of standing the deal. If he stands the deal he may draw the surplus cards from the offender's hand and look at them.

If any player discards without the full complement of cards, he must play the hand with less than the right number.

If a player takes back a card he has discarded, his adversary marks two holes and has the option of a fresh deal.

The Starter.—In cutting for a starter the non-dealer must cut at least four cards, and must leave as many as four cards in the lower packet.

If the dealer turns up more than one card, the non-dealer may choose which shall be the starter.

If a jack is turned, and the dealer plays without scoring *two for his heels*, he forfeits the score.

The Play.—If any player plays with too many cards in hand his adversary may mark two holes, and has the option of a fresh deal or of drawing the surplus cards from the offender's hand and looking at them.

There is no penalty for playing with too few cards.

If a card played comes within the limit of thirty-one, it can not be recalled; but if a card is played that will not come in, no penalty is attached for the exposure.

If a player neglects to play when he has a card that will come in, his adversary may require it to be played and may mark two holes.

Showing and Scoring.—When counting a hand or crib, the cards must be plainly shown, so that the adversary may be satisfied as to the claim.

A player mixing his hand or crib with the pack before his claim is properly made, forfeits any score it may contain.

If a player scores more than he is entitled to, his adversary may correct the score, and also add the number which his adversary should have scored to his own score.

When a peg is quitted the score can not be altered, except as provided in last rule above.

If a player touches his adversary's pegs (except to put back an over-score), or, if he touches his own pegs, except when having a score to make, his adversary marks two holes.

If a player displaces his foremost peg, he must put it behind the other. If he displaces both his pegs, his adversary is entitled to place the back peg where he believes it to have been, and the other peg must then be put behind it.



WHEN THE MASTER AND MISSIS ARE OUT.

Cassino.

The game is played by two, three or four persons (partners). In cutting, low deals; the two highest play against the two lowest.

Deal one card to each player, and one, face up, on the board, until four are dealt all around, including the board.

After the first four cards are played, four more are dealt to each player but no more to the board, continuing in like manner until the pack is exhausted.

The player to the left of the dealer plays first. His object is to take as many and as valuable cards as possible. With the card he plays from his hand he can take not only all cards of the same denomination on the board, but also all cards which, by combining, will equal the one he plays; thus, a nine will take all the nines on the board and also an eight and an ace, a seven and a two, etc. He may also *build* a combination, of which he has a card, to take on his next play. Thus, if there is a five on the board and he holds a four and nine, he can build his four on the five and when it is his turn to play again can take it in with his nine, *provided* no other player has builded it higher or taken it in with a nine. Or, he may *call* a combination; thus, if he holds two fours and a third four and a three and an ace is on the board he may play one four on those on the board and take it in at his next play with his other four spot, *provided* no other

player has taken it in with a four. It must be remembered that a *build* can be builded higher by any player but a *call* can not, since it contains more than one combination.

Each player plays but once as above, the play passing around to the left. If a player can not make any combination he puts down a card. The points are counted as follows: The most cards taken in scores three points; the most spades, one point; Big (or Great) Cassino (the ten of diamonds) two points; Little Cassino (the two of spades), one point; each ace, one point; each sweep (the taking in of all the cards on the table), one point. (By agreement sweeps may not be counted.) When a sweep is made a card is turned face up in the pack to enable the sweep to be scored in counting for points.

After the pack has been exhausted, the person taking the last trick is entitled to all the cards remaining on the board but this does not constitute a sweep.

When the deal is completed the points are counted and the one having the most points wins the game. Or, the player first securing twenty-one points may win if agreed upon. (This last is the general form in America.)

NOTES.—A player can not raise his own build, but any of the others can do so.

A player can make a second build or a call, take in a combination or pair, or capture another player's build before taking in his own build, but if he can not make any of these plays he must take in his build. The tricks can not be examined (except the last trick played), or counted, until all the cards are played. A mistake made can not be corrected after the next trick has been taken in.

If in cutting or shuffling there is an exposure or confusion of the cards there must be a new deal.

The dealer loses his deal if he exposes a card in dealing. A card turned in the pack calls for a new deal by the same dealer.

If a player builds, another player can not raise the build with a card from the board, all raises must be with cards held in the hand.

A builder or caller must declare the denomination of the build or call, or another player may separate the cards and use such of them as he can to advantage.

If a player takes in a card which does not rightfully belong to his combination he must restore such card and also all other cards composing the combination taken in.

Royal Cassino.

The rules, etc., of Cassino apply. In Royal Cassino, however, each jack is considered as an eleven spot, each queen as a twelve spot, each king as a thirteen spot, and the aces as either ones or fourteens, as the player may elect. These cards can, therefore, be built into combinations with the spot cards, making a much more scientific game. Count as in Cassino.

A still better and more scientific game of Royal Cassino is played by using the packs lately introduced for Poker, containing eleven and twelve spots of each suit. This makes the jacks thirteens, the queens fourteens, the kings fifteens, and the aces ones or sixteens. The number of combinations possible are thus greatly increased and interest added.

Royal Draw Cassino.

Played the same as Royal Cassino, except that after the first four cards are dealt to the players and the board, no more cards are dealt. The pack is placed face downward on the table, and each player, after he plays a card from his hand and takes in whatever winnings he may have made with it, draws the top card from the pack, thus restoring the number of cards in his hand to four. This is continued until the pack is exhausted, when the hands are played out, and the count made in the regular manner.

Spade Cassino.

The same as Cassino, Royal or Royal Draw Cassino, except that each card of the Spade suit counts one point for game. The Ace and Jack of Spades count two each—one point as Ace and Jack respectively, and one each as a Spade; Little Cassino counts two—one as Little Cassino and one as a Spade. Sixty-one points constitute a game.

A cribbage-board is used for scoring, and the points are scored as made. The only thing which remains to be counted at the end of the play, therefore, is the cards.

Cinch.

(High Five—Auction Pitch—Commercial Pitch.)

From two to six persons may play at Cinch, but the four-handed partnership game is the most desirable. A full pack of fifty-two cards is used, and fifty-two points constitute a game. In cutting for deal, low deals, Ace being high. The deal in turn passes to the left.

The dealer deals three cards at a time to each of the players until each has received nine.

The players then bid for the privilege of naming the trump, the bids commencing with the player to the left of the dealer. Each player has but one opportunity to bid. The dealer may reject all bids and name the trump himself. If none of the other players bid, the dealer must bid one point and name the trump, or lose the deal. After the highest bid has been made and the trump named, each player must discard at least three cards from his hand. He may discard as many more cards as he desires, even to discarding the entire hand. The dealer then gives each player enough cards from the pack to *fill* his hand out to six cards. All discards remain on the table, *face upward*.

After the dealer has filled all the hands except his own, he is privileged to search through the remainder of the pack and rob it, by taking from it any cards he chooses. Should he find in

the pack and his hand more than six trumps, he must discard all over that number, so that they can be seen by all the other players.

Should a player, through error, discard a trump, he may take it back, unless his hand has been filled and he has examined the last cards dealt him, in which case it must remain among the discard, and, if of any counting value, must be counted for the player naming the trump.

The namer of the trump leads any card he chooses, and thereafter the lead passes to the winners of the tricks.

The highest card played takes the trick, the trump suit ranking above the lay suits. If a player has a card of the suit led, he must play it, or trump. If he has no suit, he can play any card he pleases.

The cards in the trump suit rank as follows: Ace, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Right Pedro, Left Pedro, Four, Three, Two. In the lay suits, cards rank from Ace—High, to Deuce—Low. If Hearts are trump, the Five of Hearts is Right Pedro and the Five of Diamonds is Left Pedro, and *vice versa* if Diamonds are trump. The same rule applies to Clubs and Spades when they are trumps.

The points to be scored are: High (Ace of trumps), one; Low (Deuce of trumps), one; Jack (Knave of trumps), one; Game (Ten of trumps), one; Right Pedro, five, and Left Pedro, five. Total points possible in any one hand, fourteen. In scoring, these points have precedence in the order named. High and Low count to the side playing them. To avoid disputes as to who played Low, it should not be placed among the other cards of the trick to which it is played, but should be placed directly in front of the player playing it, and there remain until the count.

After the hands are played out, each side or player counts all the points they have made. If the side naming the trump has not made as many points as they bid, they are set back the amount of their bid. If they have made as many as, or more, than they bid, they score all they have made.

If a player is set back more points than he has to his credit, he is said to be "*in the hole*" that amount, and a ring is drawn around the amount on the scoring sheet, to indicate that he owes that many points. A player or side revoking can not score any points made in that hand. If the bidder's adversary revokes, the bidder scores all points he makes that hand, even though he does not make as many as bid.

VARIATIONS.—The Joker is frequently used and is the highest card, takes any trick, and counts ten points. It does not score for High, however, the Ace still being considered High in counting for game.

High and Low sometimes count for the side taking them in.

It is frequently made obligatory to play a trump for first lead.

Instead of setting back a player who fails to make amount bid, this amount is sometimes added to the adversaries' score.

Two-Handed Cinch.—Deal seventeen cards to each player. Bid and name the trump, after which each discards all but six cards. The successful bidder leads, and each draw one card from the pack, the winner drawing first, and so on till the pack or all the trump suit is exhausted. The hands are then played out, and points scored as in the four-handed game.

Blind Cinch.

Nine cards are dealt to each player (and also four extra cards, which are left on the table, face down, and not looked at till after all bids have been named). When all bids have been made, the *blind* hands are taken up and examined, and the successful bidder then names the trump, after which each player discards seven cards. The play and count then proceeds as in regular Cinch.

In some localities, the successful bidder must name the trump before examining the blind, but the general practice is as above.

Six-Handed Blind Cinch.—Partnership Game—three against three. Partners are seated alternately. Deal eight cards to each, and four (*the blind*) to the table, face down. These four cards belong to the successful bidder, who examines them before naming the trump. He then discards six cards, and the other players two.

Auction Cinch.

(Razzle-Dazzle.)

For five or six players. Deal six cards—three and three. Bid, discard and fill as in regular or in Blind Cinch. The successful bidder then calls for the holder of a certain card to be his partner. He does not know who this is until the card called for is played. Thus, a player may have named Spades as trumps, holding the Ace, King and Left Pedro. He calls for the holder of the Queen of Spades to be his partner, and leads his Left Pedro, knowing that the Queen will take it, and reveal his partner.

In some localities, the partner called for is allowed to announce himself as soon as the call is made, saying "I play with you," or, "we are partners." This destroys much of the interest of the game, however.

Progressive Cinch.

Positions are as in Progressive Euchre. Each table is provided with a bell, and the bell is rung at table first scoring thirty-two points. Play immediately stops, the partners having the most points on the last hand scored, progressing.

Or one round (four hands) may be played at each table. In this case, the players who first get their hands played out must keep their seats until a tap of the bell by the hostess announces that all are ready to move.

Ties may cut to progress and score, or a half game may be scored for each player, cutting to progress only. This latter is the most equitable and approved method.

The United States Self-Scorer, for Progressive Games, avoids confusion and litter—detects and corrects errors in the score immediately. It is the only system providing for the scoring of half games.

Écarté.

This game is played by two persons, with a pack of thirty-two cards; that is, by discarding from a full pack the Twos, Threes, Fours, Fives and Sixes, but it is more convenient to have two packs of different backs, each being used alternately. The dealer distributes the cards the same as in the ordinary game of Euchre, the eleventh card being turned up for trump. Should it happen to be a King, the dealer takes one point. Otherwise, the turn-up is of no value; it merely indicates the trump suit for that deal. Should the non-dealer be satisfied with his cards, he may at once proceed to play them. But if he considers it to his advantage to exchange any or all of them, he *proposes*, saying, “*I propose,*” or “*cards.*” If the non-dealer proposes, the dealer can *accept* or *refuse*. Should he accept, he may change any or all of his cards, and signifies his intention by saying, “*I accept,*” or “*How many?*” But if satisfied, he refuses to give cards, saying, “*I refuse,*” or “*play.*” Should the non-dealer play without proposing, the dealer must also play with his original hand. When the dealer accepts a proposition, the non-dealer discards from his hand what he desires to exchange, placing them face down, at the same time naming the number discarded. The dealer also does the same, keeping his discard separate from his opponent’s. They are then supplied from the pack with the number of cards they have discarded. Should the non-dealer still be dissatisfied, the same thing can be done repeatedly until the non-dealer is satisfied or until the dealer refuses. The player must follow suit and win the trick if he can. The cards rank in the following order: King, Queen, Jack, Ace, Ten, Nine, Eight and Seven. If the second player can not follow suit, he must take the trick by trumping. A player holding the King of trumps announces it before he plays a card, and scores one point.

Scoring.—The score accrues from turning up or holding the King, and from winning the majority of tricks. The player who takes three tricks scores one, and for five tricks (called a *Vole*) scores two. If the non-dealer plays without proposing, and takes less than three tricks, his opponent scores two. Similarly, if the dealer refuses cards, and takes less than three tricks, his adversary scores two. The game consists of five points.



IS HE DARK OR IS HE FAIR?

Solitaire.

Napoleon at St. Helena.

(“Big Forty,” or “Forty Thieves.”)

Shuffle two entire packs of cards together and deal off on to the table, face up, four rows of ten cards each, from left to right—forty cards in all—called the *tableau*.

The object is to release the cards from the tableau and *talon* (see below), according to the following rules, so that they can build up in eight suits, beginning with ace, then deuce, etc., up to king.

In building, only the top card of the talon or a bottom card in the tableau can be used; the rule regarding the tableau being that no card can be used that has another card lying beneath it. Thus, at the beginning of the play, the cards in the bottom row of the tableau only are available, but as soon as one has been used the card which lays just above it can be used.

To play: If there are any aces in the bottom row of the tableau, release them, and lay them in a row beneath the tableau, the aces forming the *foundations* for building.

Then examine the tableau and endeavor to release cards so as to build up on the *foundations* (following suit), or to build *down* in sequence within the tableau itself (following suit). Thus, if you have a King of Hearts near the top of the tableau, and a Queen of Hearts which is available for use (no cards beneath it), the queen may be played on the king, and so on, playing available cards in descending sequence on to any card in the tableau. This should be done as long as such a play can be made, as it releases other cards desired for use. It is called *marriage*, and should be proceeded with with caution, as a sequence formed in a lower row may block a desired card above it, which might soon have been released.

As fast as aces are released place them in the foundation row.

In plays in the tableau, create, if possible, a vacancy (in a straight line) in the top row. This space will be of great advantage in releasing other cards in the tableau or talon. Vacancies in the top row may be filled with any available card, either from the tableau or talon. The player will use his judgment about filling the vacancies as created, or waiting for a more opportune time.

When all the available cards are played, deal out the remainder of the pack one card at a time, playing all suitable ones in descending sequence on the tableau.

The cards that can not be played, either on the foundations or tableau, are laid aside, one on top of the other, face up, forming the TALON.

If the foundations can not all be completed in the ascending sequence to the king suit, thus consuming all the cards in the tableau and talon in one deal of the cards, the game is lost. There is no redeal.

TWENTY-FOUR CARD TABLEAU.

This game is played according to the rules governing the preceding game ("Napoleon"), with the following exceptions:

Deal from left to right in forming the tableau, four rows of six cards each. The foundations can only be built upon in suits ascending in sequence to the king. The tableau can only be built upon in descending sequence in alternate colors. The player is entitled to redeal the talon.

TWENTY-EIGHT CARD TABLEAU.

This game is played under the same rules as "Napoleon," except in the following points: Deal from left to right, four rows of seven cards each. The foundations must be built upon in ascending sequence, in alternate colors, regardless of suit. Available cards in the tableau must be built upon in descending sequence, in alternate colors, regardless of suit.

THIRTY-TWO CARD TABLEAU.

Deal from left to right, four rows of eight cards each, to form the tableau. Any aces or suitable cards for the foundations may

be played direct on the foundation, while dealing the cards to form the tableau. Build up on the foundations in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. Deal once only. In all other respects the rules for "Napoleon" will apply.

THIRTY-SIX CARD TABLEAU.

Deal four rows, nine cards in each row. Build up on the foundation, in ascending sequence, in suits only. Build down on the available cards in the tableau, in descending sequence, in alternate colors. In all other respects the rules for "Napoleon" will apply.

Auld Lang Syne.

Take the four aces from a pack of cards and lay them out in a horizontal row (*foundations*). Then deal out the pack, one card at a time, into four piles, watching the cards closely and building on the foundations from any of the four piles whenever possible (it is not necessary to follow suit). No redeal is permitted.

A more difficult way is to leave the aces in the pack and place them in position as they come out in the deal.

Still another way is to follow suit in building. Two redeals are permitted when played this way.

Crapette—(Double Solitaire).

Two only can play, each having a pack of fifty-two cards.

Each player deals four cards in a perpendicular row in front and to the right of him (constituting the *tableaux*) and then counts off thirteen cards and places them in a pile at his left. This is his *Crapette* pile. The one having the highest card at the near end of his tableau plays first. All aces as they come out are placed at the center and form the *foundations* on which *families* are built, beginning with ace and ending with king (following suit).

Each player may build *downward* on either of the two tableaux, *up* on the aces and either *up* or *down* on his opponent's *Crapette* or *trash* pile (*talon*). In building he may take the top card from his own tableau, his *Crapette* pile or trash pile. If he can not play from any of these he may turn up the top card from his pack. If, when turned up, it can not be played, it is laid on the table, and this pile on the table forms the trash pile or talon. When the cards are all played replay the trash pile, if this is exhausted use the *Crapette* pile. The one who gets rid of all his cards first wins. Each should endeavor to play as often as possible on his opponent's cards. In case any of the four piles of cards in either of the tableaux are exhausted by building them all, the vacant space may be filled with a card from the *Crapette* or trash piles. Each player has one play only at a time.



BEATEN.

Desperation.

This game is played by three, four or six players, but is more entertaining when played by six, the alternate players being partners.

The leader is determined by cutting the highest card.

Take six packs of cards, shuffle them all together thoroughly, and count off twenty-one for each side, which constitutes the *talon*. Arrange the balance in hands of five cards each, and stack in one pile.

The leader takes a hand from the pile, examines it, and (if possible) plays an Ace to the center of the table. Aces thus played to the table constitute the *foundations* for building. The top card of each talon is now turned face upward.

The leader continues to play from his hand and talon, onto the Ace, building Deuce, Trey, etc., up to the King; or starts another foundation pile by playing another Ace, paying no attention to suit, the object of each couple being to exhaust their talon, and thus win the game. As soon as one card is played from the talon, another is turned up.

If the leader thus plays out his hand, he takes the next hand, and continues to play. When he can no longer play to the center of the table, he plays one card from his hand on the table immediately in front of him, face upward; then the next player on

the left takes a hand from the stack, and proceeds to play. No player takes a hand until his turn to play.

In case the leader does not get an Ace in the first hand, he passes, playing no card, and the next player takes a hand and begins the play, in case he gets an Ace; should he get no Ace, the next takes a hand, etc., until some one gets an Ace.

In case all fail to get an Ace, the leader plays one card to the board in front of him, followed by all in turn, until the hands are thus played out, when the leader then draws another hand, and so on until an Ace is played, the top card of the talons remaining unturned until then.

The players, in playing from the hands to the table, are entitled to make not more than four piles in front of them.

NOTE. The top card must always be placed on the pile so as to hide all cards underneath it, and only the top or exposed card of each pile can be played.

When it comes a player's turn to play, he may play a card from his talon onto any of the foundations; or may play from one of the four piles in front of himself or partner onto any of the foundations; or he may play a card from his hand onto any of the foundations. He can continue playing in this manner as long as possible.

When, however, he can no longer make any of the above plays, he must either play one card from his hand onto any one of his piles, or may transfer the top card of any pile to another pile. The play then passes to the left.

Each player should play the cards so as to exhaust his own talon as rapidly as possible, and block his opponents'. Should he fail to play one of his own exposed cards which he might have played, his opponents in turn may call the same, if desired; but he may prevent this, by covering it with the card he plays in front of him. No one should call attention to a possible play. A proper play, when made, must stand, and if a player overlooks his talon card and plays another, he can not take it back.

When a player exhausts his hand by playing to the center, he can draw another hand and continue playing; but if his last card is played in front of him, he must wait his turn to play before drawing another hand. All Aces must be played to the center of the table, but may be played as the player deems best.

When a sequence is completed with the King, it may be removed from the table out of the way.

The game is completed as soon as any one of the talons is exhausted.

Seven Up.

Seven Up, also known as "All-Fours" or "Old Sledge," is played by two, three, or four persons, with a full pack of fifty-two cards. The game is seven or ten points, as decided upon. Deal six cards—three and three—and turn a trump. If the eldest hand is satisfied with his cards, he *stands*, and immediately leads to the first trick. (The other players do not examine their hands till the eldest hand leads or till the dealer runs the cards.) If, however, the eldest hand is too weak to stand, he may *beg* from the dealer, saying "I beg." If the dealer's hand is strong enough, he may *give* him *one* point, or else must deal



WHEN THE TOIL OF DAY IS OVER.

out to each player three more cards from the pack and turn up another trump. If this should be of the same suit as the original trump, three more cards must be given to each player, and so on until a new suit is turned up as trump. In case the original trump continues to come up until the cards run out, the cards must be bunched and reshuffled, and a new deal must then be commenced by the same dealer.

If the card turned up is a jack (or knave) it scores one point for the dealer.

It does not count, however, when a misdeal has occurred before the jack was turned. In case of a misdeal occurring after the jack is turned, the jack scores a point for the dealer, no matter if in the same hand or if the cards run out on account of the same suit being turned. If the dealer turns a second jack in running the cards for a trump in a new suit, he scores another point.

The player to the left of the dealer now leads whatever card he chooses. The next player (play being to the left in rotation) must follow suit or trump—he having the right to trump even though he holds cards of the suit led. If he has suit without a trump, suit must be played; but, if he has a trump and not suit, it is optional with him whether he trumps or not.

The highest card of the suit led, or a trump, takes the trick, which must be turned face down. The play now continues in this manner until the cards in the hand of each player are exhausted.

The players then count their points in the following order: First, high; second, low; third, jack; fourth, game.

The following constitutes these points:

High—The highest trump played counting one point to the player to whom it was dealt.

Low—The lowest trump played counting one point to the player to whom it was dealt.

Jack—The jack of trump counting one point to the player taking the trick in which it is played, or to the dealer if turned up (as explained previously).

Game—Counts one point to the player whose cards, taken in the tricks won by him, figure the highest according to the values as given below.

In counting for game (which scores one point) the cards as taken in the tricks by each player are valued as follows: Each ten-spot, ten points; ace, four points; king, three points; queen, two points; jack, one point. Should a tie occur in counting for game, or if neither player holds a card that counts, the player nearest to the left of the dealer (or elder hand) scores the point.

If the score stands six points each, in a two-handed game, the player who scores high goes out first, unless the dealer has turned up a jack as a trump. With a score of five to six, the player having five would go out on high and low, even though the other may make jack and game in play. Should the player, though having five, make high and jack, he would lose if his opponent had low.

If four persons wish to play a partnership game, the decision as to who shall be partners may be reached by cutting the cards, the two having the highest cards playing against the two having the lowest.

Deals pass to the left in rotation after the first hand.

Only the cards in the hands of the dealer and the player to his left are to be looked at until the latter decides whether or not he will *beg*.

It is optional always with the dealer when the player to his left begs as to whether he shall give him a point or run the cards.

In a three-handed game, if the dealer gives, it must be one point each to both players.

A player can beg but once in each hand.

By a mutual agreement between the dealer and the player to his left, the cards may be bunched and a new deal made after the latter has begged and the cards have been run. Or, instead of bunching and making a new deal, they can run the cards again; a suit can not become trump, however, that has been turned down during this deal.

California Jack.

For two or four players—deal as in Seven Up, except that instead of turning a trump the pack (*stock*) is turned face up after the deal, the top card indicating the trump suit. The dealer then takes the trump card from the top of the pack and places it in the center, the cards still remaining face up. The lead and play is exactly as in Seven Up until the trick is taken. Then, before the next trick is led to, the winner takes the top card from the stock, each of the players to the left, in turn, doing the same; and so on until the stock is exhausted. The winner of each trick, after all have drawn cards, leads to the next trick. Ten points are game, and points are counted as in Seven Up, except that *low* belongs to the player taking it in. In fact, California Jack is merely a variation of Seven Up. If agreed upon, the pack may be cut before the deal by the player at the dealers left, to determine the trump suit.

Shasta Sam.

The same as California Jack, except that the pack is turned face down instead of face up. The trump may be determined by cutting, as above.

Fan Tan.

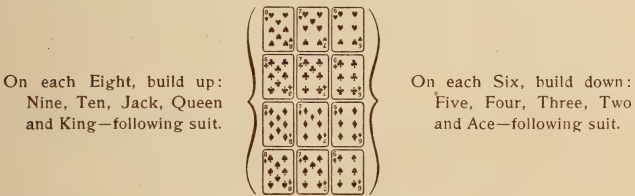
This game, which has always had great fascination for the inhabitants of the Chinese districts, is rapidly becoming a favorite with American players. It possesses the advantages of being very easy to learn and of being equally adaptive to any number of players.

A supply of chips is furnished to each player—which may or may not have a monetary value.

A full pack of fifty-two cards is used, which are dealt around to the left, one at a time, until the entire number of cards have been dealt out. As the cards will not deal out evenly, except

when four are playing, this gives to the players on the dealer's left one more card than the others. The object of the game is to get rid of all the cards held; hence, this extra card is a slight disadvantage; but it is partially compensated for by the fact that these players have first play, and are thus generally able to get rid of a card before the players further around to the left.

After the cards have been dealt, the player to the dealer's left, if he has a Seven (called the *starter*) of any suit, plays it in the center of the table. The next player, if he has a Six or Eight of the same suit as the Seven led, may play either alongside the Seven; or, if he has another Seven, he may play it below the first one played, thus *opening* a new suit. The next player may in turn play another Seven, or a Six or Eight of any suit started; or if he has a card higher or lower in sequence than those lying on the board, may build *up* on the Eight (Nine, Ten, Jack, Queen and King), or *down* on the Six (Five, Four, Three, Two and Ace—Ace always being low), and so on around the table, each player building up or down on the cards already played, or opening up a new suit by playing a Seven. The cards should be arranged as indicated in diagram:



If a player can not play a card from his hand, he must put one chip on the board as a penalty for such failure to play. The player first getting rid of all his cards wins all the chips which have been put on the board as penalties for not playing, and, in addition, one chip from each player for every card held in such player's hand at the time the winner plays his last card.

In case a player claims he can not play a card and puts a chip on the board, and it is afterward found that he holds a card he could have played, he must play such card at the first legal opportunity, and must pay a penalty to the player holding the next card in sequence. This penalty varies, as may be agreed upon. It generally consists of three chips, unless the card held back be a Seven, in which case the penalty is five chips to the holder of each of the Six and Eight of that suit.

The rules of Whist apply as to misdeals.

In case only two play, the cards must be dealt the same as if three were playing, and the third hand remains face downward on

the table. In case either player can not play a card from his hand, he draws the top card from this extra pile. If he still can not play, he must forfeit a chip, as provided above.

The new-style packs of cards, containing Elevens and Twelves, are coming into very general use for Fan Tan, as they divide equally among almost any number of players, and thus do away with the disadvantage of the odd cards. When they are used, the Eights are used as *starters* instead of the Sevens. These packs, containing sixty cards, will deal an equal number of cards to two, three, four, five, six, ten or twelve players, while the old pack divides unequally in all cases except where four are playing.

HINTS.—Just where it is most advisable to play a card, and whether it is advisable to play a Seven or hold it back, depends upon the circumstances of the game. Should a player hold, of any suit, the cards farthest removed from the Seven (as, for instance, the Ace, Two, King or Queen), he should endeavor to force the play on this suit so that he may get rid of these undesirable cards, and if he has the Seven of that suit, should play it at the first opportunity. If, however, he holds several cards of a suit which lie close to the Seven, he should endeavor to hold them back, as toward the close of the game he can probably get rid of them quickly, and thus beat out those players who have the most extreme cards of that suit. If a player has a lone Seven, Six or Eight of a suit, and can hold it back, he should do so—the Seven especially—as this bars an entire suit from being played by the other players.

All other circumstances being equal, a King or an Ace should be played in preference to any other card, as these two cards close the suit to which they belong, and the playing of them opens up no new opportunity for the other players to discard.

There is another form of Fan Tan in vogue, in which the eldest hand leads any card he pleases. The other players must then build on it in ascending sequence only, until a *stop* is reached. Each player must forfeit a counter for every time he can not play. After a suit has been run up to King, it must be continued with Ace, Two, etc., until the entire suit has been played. The player of the last card of the suit leads any card he chooses for the next suit. The player who first gets rid of all his cards wins the pool.



PAYING THE PENALTY.

Pedro Sancho.

The game is played with a full pack, by any number of players, though six or eight make the best game.

To determine the deal, one card is given to each player, and the highest deals. In case of a tie, another card is given only to those tying.

The cards rank the same as in Whist.

Deal six cards to each player, three at a time. No trump is turned.

After the deal, the dealer sells the privilege of naming the trump to the highest bidder. The player to the dealer's left has the first bid. He examines his hand and bids as much as he thinks he can make with his best suit as trump.

In some localities, the eldest hand, instead of the dealer, sells the trump.

The following shows the number of points that can be made, and are *counted* and *scored* in the order named :

High (highest trump played), one ; *low* (lowest trump played), one ; *Jack* (Knave of trumps), one ; *game* (Ten of trumps), one ; *Pedro* (Five of trumps), five ; *Sancho* (Nine of trumps), nine.

All of the above count to the player taking them in play.

After the first player has bid, each player to the left bids in turn, if he so desires; and this bidding continues until all are through bidding. It may go around the table several times before the players are through bidding, each player having the

privilege of raising his former bid when it comes his turn to bid again. If every one refuses to bid, the dealer leads from the suit he desires as trumps—the first card he leads determining the trump. The amount bid by the successful bidder is immediately deducted from the dealer's score. The dealer may, however, reject all bids and make the trump himself. The highest bidder begins the play by leading trumps (this is obligatory) and all the other players must follow suit if possible, the highest card taking the trick. The winner of the trick now leads. After the first lead it is not compulsory to lead trumps. Whatever is led, the other players may follow suit or trump, as desired. If they have no suit they can throw off or trump, as desired.

A player revoking can not score and must also be set back the number of points bid. Any loss sustained by an innocent party through a revoke, if proven, must be made good.

A score-keeper is selected, who must see that points claimed by the players are legally made, and must keep the scores thereof.

Fifty points generally constitute a game (sometimes 100) and are counted from fifty down to nothing by subtracting all points made from the first sum.

If a player bids and makes the trump and does not make as many points as he bid he is set back as many points as he bid. This is done by adding that number to his score. If he makes as much or more than he bids, the amount made is subtracted from his score. If the dealer rejects all bids he must make as many points as the highest number bid or be set back that amount.

If a player is set back he can not score any points he may have made during that hand.

More than six cards may be dealt the players if agreed upon, to increase the chances for the scoring cards being out.

Pedro.—Sancho is sometimes omitted so that only nine points can be scored during a hand. In this case the game consists of only twenty-one points.

Dom Pedro.—In *Dom Pedro* the joker (called *Dom*) is used, scoring fifteen points to the player taking it in. It is always the lowest trump, yet it does not score as *low*; thus, if the two of trumps is played on the *Dom*, the former takes the latter, yet the two-spot is counted low (one point) and the *Dom* scores only the regular fifteen points. In scoring, the *Dom* ranks after *Sancho*. One hundred points constitute a game.



NO. 61. HUSTLING-JOE
SPOT CARD.



PLANNING A MARRIAGE.

Bezique.

The game is usually played by two, but at times by three or four persons, one pack of cards being used (all shuffled together) for each player.

The pack consists of the regular pack, with the twos, threes, fours, fives and sixes discarded.

One thousand points is a game. Low deals—ace being low. Deal eight cards—three, two and three, or three, three and two, and turn a trump.

In case of a misdeal, the eldest hand may, at his option, take the deal or order the dealer to deal again.

The trump card is placed to one side, and the pack (called the *stock*) in the center, to be drawn from as hereafter explained.

The eldest hand leads and each plays in turn. Suit is not obligatory, the highest card of the suit led wins the trick, unless it is trumped; any trick may or may not be trumped as desired. The winner of the trick, followed by each of the players, then takes a card from the stock, to replace the card he has played from his hand, and the winner of the trick then leads for the next trick. Should a player neglect to draw a card he loses his play or draws two the next time, at the option of his adversary. Should he draw two cards instead of one he must turn them face up and allow his adversary to decide which shall be replaced

on the stock, or plays twice without drawing, as his adversary may determine.

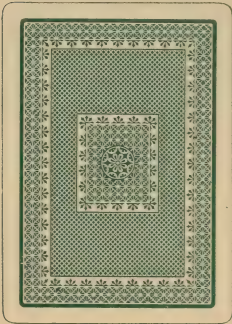
When two or more cards of identical value are played, the first played has precedence.

Cards rank as follows: Ace, Ten, King, Queen, Knave, Nine, Eight, Seven.

When the trump card is not a Seven, the holder of the Seven of trumps can exchange it for the trump card, scoring him ten points.

The tricks are left face up on the table till the hands are played out. They are of no value after the Aces and Tens in them have been scored. The object of the play is to win Tens and Aces in the tricks taken in, and to form combinations in the hand, which, when *declared*, score a certain number of points.

These combinations are divided into three classes and count (when declared) as follows:



No. 202. SPORTSMAN'S,
INLAID BACK.

CLASS A.—*Common Marriage* (King and Queen of any plain suit), twenty points; *Royal Marriage* (King and Queen of trumps), forty points; *Sequence* (the five highest trumps), 250 points.

CLASS B.—*Single Bezique* (Queen of Spades and Jack of Diamonds), forty points; *Double Bezique* (two Queens of Spades and two Jacks of Diamonds), 500 points.

CLASS C.—Any four Aces (no matter what suits), 100 points; four Kings, 80 points; four Queens, 60 points; four Jacks, 40 points.

A player can score only one combination at a time, and then only after winning a trick and before drawing from the pack. If he holds more than one combination in his hand, he may declare them all (double declaration) after winning a trick, but can score only one of them. The others, after being declared, must be exposed on the table and there remain until their owner is entitled to score them by winning subsequent tricks. If, in the meantime, he should have formed another combination in his hand which he prefers scoring, he may do so, holding the exposed combination still in abeyance.

Thus, a player may hold a sequence, Spades being trumps, and also hold the Jack of Diamonds. He wins a trick, announces and scores 250 for sequence with "40 to score" for Bezique (Queen of Spades and Jack of Diamonds). At each trick thereafter he continues to remind the other players that he has "40 to score" until he takes another trick, when he is entitled to score it. If, in the meantime, however, he has formed another combination in his hand, he may declare and score it, still announcing as before, "40 to score."

A card used in forming one combination can not thereafter be used in another combination of *less or equal value* of the same class.

Thus, a card used in forming a sequence can not be afterward used in forming a marriage, since both are of the same class and the latter is of less value than the former. If the marriage were declared first, however, the sequence could afterward be declared, even though it contained the same cards as the marriage.

Thus, also, if four Aces are declared, one of them can not be used in forming four Aces again, even though three new Aces have been drawn, since both combinations would be of identical class and value.

If, after a combination has been declared and scored, the same combination is again formed in the hand, but with altogether different cards, the second combination also scores. No card used in the first combination can be utilized in the second.

(As it may often cause dispute as to whether cards are being used a second time, it is customary, after a combination has been formed, to lay it on the table, face up, from whence the cards in it may be used by their owner at any time.)

When a single Bezique is held, it may be declared and laid on the table. If, thereafter, cards are drawn to complete the combination of double Bezique (counting in these cards on the table), this also may be declared, scoring 500 points in addition to the forty already scored for the single Bezique.

A player declaring and counting a combination which is found to be incorrect, must correct the score by not counting it, and may be compelled to play one of the cards of the combination, in case the error is not discovered before his adversary has played.

Suit need not be followed as long as any cards remain in the pack, or stock, but thereafter *suit must be played* when possible.

The player taking the last trick *previous* to exhausting the stock may immediately declare any combination in his hand. He then takes the last card and his adversary the trump card, after which no combination can be declared or counted. Any declared cards which are lying on the table must be taken up into the hands of the players, and thereafter the *imperative rule* is to take the trick, if possible, by playing a higher suit card, or by trumping, if no suit is held.

Forty points must be deducted from the score of any player failing to observe the above rule.

The winner of the last trick scores ten points.

Brisques.—Each Ace or Ten taken in play (called Brisques) counts ten points. They should be scored as soon as taken in.

Some players do not score Brisques until after the last trick is taken in. They are not counted in case any of the players have enough points through scoring combinations to go out. When they are counted, the player who has the most over the necessary number (counting in the brisque points) wins the game.

In case of a tie the player taking the last trick wins.

Bezique Without a Trump.

Played the same as ordinary Bezique, except that no trump is turned—the suit of the first marriage declared determining the

trump. In this game the seven of trumps counts nothing. All other cards count the same as in the regular game.

Three and Four-handed Bezique.

For three-handed play use three packs, each player playing for himself. The deal passes to the left. The game is 2,000 points. A triple Bezique counts 1,500 points. In other respects, the game is as above described.

Four-handed play may be as partners or individuals. Use four packs of cards. The game is 2,000 points, and is counted same as Triple Bezique. A player can declare and score a combination when he takes a trick, or can pass that privilege to his partner.



No. 808. BICYCLE,
CYCLIST BACK.

Rubicon Bezique.

Rubicon differs from the regular Bezique in the following particulars: Four Bezique packs are used and nine cards are dealt to each player, no trump being turned. The first marriage declared and scored determines the trump.

Any player who receives neither Jack, Queen or King in the hand dealt him may show his hand, and immediately score fifty points for *carte blanche*. If, on the first draw, he gets neither Jack, Queen nor King, he may show the card drawn, and score another fifty points for *carte blanche*, and this may be continued until he draws a Court card. *Carte blanche* can not be scored at all, however, unless it was held in the original hand dealt.

The play is exactly as in Bezique, and the combinations are the same, except that in Class A a sequence of a plain suit (not trumps) is permissible, scoring 150 points, while in Class B a Triple Bezique scores 1,500 points, and a Quadruple Bezique 4,500 points. The first marriage (since it determines the trump) is a royal marriage, and scores forty points.

The last trick taken in scores fifty points.

One of the chief peculiarities of the game is that combinations declared and exposed may be broken into, a new card substituted for one of the old ones, and the new combination thus made declared and scored.

Thus, if four Aces are declared and exposed (laid on the table), a new Ace may be taken from the hand and substituted for one of the four, and the new combination thus again scores 100 points. The same principle applies to all other combinations, such as marriages, sequences and Beziques.

When a combination has been declared, however, a card can not be taken from it to form a combination of *less value of the same class*.

Thus, a King used in a sequence can not be taken to use in a marriage, since the latter combination belongs to the same class as the former, and is of less value. If the marriage were declared first, however, the King could afterward be used in the sequence.

One deal only is played to a game. In paying penalties, the loser's score is deducted from the winner's, and 500 points "for game" are added to the result, thus showing the amount to be settled for.

The score is kept by 100's only, all fractions of a hundred being disregarded unless they are necessary to decide a game. In case the difference between the two scores is less than 100 on the final count, the winner adds 100 to his score for "bonus," in addition to the 500 "for game."

In case a player makes less than 1,000 points, he is *rubiconed*, and all he has made are taken from him and added to the winner's score. The rubiconed player thus scores nothing, and his adversary scores all the points made by both of them.

Brisques are not counted until after all the other scores are counted, and then only in case of a close game, where they will change the result or to save a rubicon.

Thus, the final score shows A has made 1,500, while B has 1,020. A demands a count of the brisques and finds he has taken in twenty-six of them, while B has only six. A's score is thus increased to 1,760 against B's 1,080 and A wins the game.

And so, in case a player who has less than 1,000 points can bring his score up to that amount by adding any brisques he may have taken in, he is entitled to do so, and save himself from a rubicon. If he can not do this, however, all brisques, no matter by whom won, are scored to the winner (300 points). In case a player counts his brisques and saves himself a rubicon, his adversary also counts whatever brisques he may have. In addition to the above, a player who has rubiconed his adversary also adds 1,000 points to his score "for game." Where the rubiconed player makes less than 100 points, the winner gets an extra 100 points "for bonus."

Pinochle.

Pinochle is identical in many features with Bezique. It is played with two packs of cards, retaining only the ace, ten, king, queen, jack and nine of each pack, thus constituting a double pack of forty-eight cards.

The game may be played by two, three or four persons.

Two-handed Pinochle.

In cutting, the highest card wins the deal, ace being the highest, ten next, followed by king, queen, jack and nine in regular order.



IN DOUBT.

Twelve cards are dealt each player, four at a time; the next, or twenty-fifth card is turned up for trump and is placed face upward by the side of the cards not dealt. If the dealer turns up a nine for trump, it is called the *dix* (pronounced *deece*, French for ten), and entitles him to ten points at once.

The eldest hand leads; the dealer plays any card he chooses, trumping being optional. The player who takes in each trick leads for the next, but before so doing he is entitled to *announce* or *meld* any one combination (see below for value of combinations) or *dix* (Nine), which latter he exchanges for the

trump card, providing the other dix is not the trump card. If first dix has been announced, the holder of second dix places the same by his side, face upward, and is credited with ten. After the meld (if any has been made) and before he leads, he must draw the top card from the undealt cards, and opponent draws the next. One meld (or dix) only can be announced and scored after each trick taken in and before drawing from the pack.

After each trick, this routine is followed until all cards are taken up, the trump card being last to be drawn, when all melding ceases.

Each player then takes up into his hand all the cards he has exposed. The winner of the last trick leads any card he chooses and each of the other players must make his best effort to win the trick, playing a higher suit, and, if possible, or in the absence of suit, a trump.

One thousand points, generally, is game.

The points made depend on the value of melds announced during play and the face value of cards contained in tricks won.

VALUE OF ANNOUNCEMENTS OR MELTS.

CLASS A.	{	King and Queen of a suit not trump (marriage) count,	20	points.
		King and Queen of trump (royal marriage) count	40	"
		Ace, Ten, King, Queen and Jack of trump (sequence) count,	150	"
CLASS B.	{	Queen of Spades } (Pinochle) count,	40	"
		Jack of Diamonds } (Double Pinochle) count,	300	"
		Two Queens of Spades } (Double Pinochle) count,	300	"
CLASS C.	{	Two Jacks of Diamonds } (Double Pinochle) count,	300	"
		Four Jacks of different suits count,	40	"
		Four Queens of different suits count,	60	"
		Four Kings of different suits count,	80	"
		Four Aces of different suits count,	100	"
		Eight Jacks count,	400	"
		Eight Queens count,	600	"
Eight Kings count,	800	"		
		Eight Aces count,	1,000	"

RANK AND VALUE OF THE CARDS WHEN TAKEN IN TRICKS.

Each Ace (highest) counts,	11	points.	Each Queen counts,	3	points.
" Ten (next) counts	10	"	" Jack counts,	2	"
" King counts,	4	"	" Nine counts,	0	"

The last trick counts ten points for the player who takes it.

As there are eight of each of the above cards in the pack, the total points (exclusive of melds), adding ten for last trick, are 250. These are scored by the winners of them after the last trick is taken in and scored.

The rules governing announcements, double declarations and re-use of cards, are the same as in Bezique. (See Pages 74-75.)

A player can use any exposed card to play to a trick.

The score is kept by one of the players or a third person, or record may be kept by game-checks, chips, or on a cribbage-board. A player wins the game the moment his score reaches 1,000

points, and then all unplayed cards are void; but, if a player claims *game* before he has reached 1,000, he loses the game.

Three-handed Pinochle.

Deal sixteen cards to each player, showing the last card for trump. Although the dealer is short one card, he must allow the trump card to remain on the table. The holder of the Nine of trumps may then show it, and announce to score *dix* as soon as he takes a trick. The holders of both Nines of trumps may so announce, and if so, the one first winning a trick is allowed to make the exchange for the trump card, and score. If one player holds both Nines, he scores twenty on taking a trick. The card which is exchanged for the Nine is taken into the dealer's hand.

As soon as the trump card is turned up, all melds in each hand must be figured out and laid on the table before playing to the first trick, the rules of the regular game regarding melds being followed. Any meld overlooked until after the holder has played a card must be lost, and can not be declared as scored. All melds properly exposed may be declared, but are not scored until their holder wins a trick, when he may score *all* melds announced.

After all melds are exposed, the players take their cards up. The play is then the same as the last twelve tricks in the two-handed game.

Each player must follow suit, if he can, and, in the absence of suit, must trump, except that, if the second player has played a higher trump than the third holds, the latter can throw off.

One thousand points are game, and the game ends as soon as that amount is reached. Score the same as the two-handed game.

Four-handed Pinochle.

Individuals or partners. Deal twelve cards to each, and turn up the last one for trumps. No melds are made by a player until he has played to the first trick. The eldest hand leads, and then exposes his melds; the next hand then plays and exposes his melds; and so on around the table. The card played to the trick may be reckoned in the melds. The winner of the trick scores all melds he has announced, and thereafter as soon as a player has taken a trick he scores all his melds.

Some players allow both partners to score when either takes a trick, and others allow to combine his melds with those of his partner, when he has taken a trick, to make any new melds he can with the combined cards, and to score them all, but cards previously played to tricks can not be used in such melds.

Pinochle with Sixty-four Cards.

For a more scientific two-handed game of Pinochle, the Sevens and Eights of each suit are added, making sixty-four cards. This makes a longer game, and offers more elements of skill. The Sevens take the place of of the Nines, counting as *dix*.



PLAY.

Skat.

The game is played with a Euchre pack, containing thirty-two cards—Sevens and up. It is a game of one player against two—only three players participating. If more than that number play, all over three remain inactive. The inactive players share in the fortunes of the two who play against the other one.

Cut for deal, low dealing. In three-handed, deal three cards to each, then two, face down, on the table (the *Skat*), then four cards, and lastly three more to each, thus giving each ten in all. The game is finished when the ten cards in each hand are played.

Where four or five are playing, cards are dealt to the eldest and the two succeeding players only, as above, the dealer and the player to his right remaining inactive.

Skat is a game of combinations. There are seven different kinds or forms of play (depending on the strength of the hands), called the *Simple Game*, *Tourne*, *Solo*, *Grand*, *Grand-open*, *Null*, and *Null-open*. (See descriptions below.)

After the cards are dealt as above, the players bid for the privilege of making the trump and naming which of the eight games shall be played.

The eldest hand, having examined his cards, *asks* for bids (saying, "I ask"), refusing all bids of less value than his own

hand. Thus, if his hand is strong enough to play Null, he asks and the next player bids Tourné. The eldest player refuses this bid by saying "Yes." The next player may then bid again Solo. The eldest hand again refuses to accept. The next player may bid again, or if he can not bid higher, *passes*, whereupon the dealer takes up the bidding. Thus, Grand and Grand-open may be bid, but as the eldest player's hand (Null) has not been overbid, he still refuses to accept. If he should be overbid by Null-open, however, he must accept, and the successful bidder names the trump and plays the game bid, playing against the other two. If the eldest player refuses all bids, he names the trump and plays the highest game bid, or a higher one. If the second player overbids the eldest player, the dealer may in turn overbid him. In case no one makes a bid the game is void, and the deal passes.

The eldest hand now leads any card he chooses, and the others play to the trick, following suit if possible, and the highest card played takes the trick. If a player has no suit he may throw off or trump. The winner of the trick leads.

The object is not to take any certain number of tricks, but to make at least sixty-one points, the cards ranking as explained hereafter, when taken in in trick.

Should the lone player make sixty-one points, he wins the game; should he make ninety, he makes his opponents' *Schneider*; should he make all the tricks, he makes them *Schwartz*, his score being increased accordingly, he then receiving from his opponents (including silent players) the value of his game.

If he makes less than sixty-one points, he loses; if his opponents make ninety points, he is *Schneider*; if he makes no trick, he is *Schwartz*. He must then pay his opponents (including silent players) the value of his game, increased by the payment for *Schneider* or *Schwartz*.

In a *Solo-bid* (see The Bids, paragraph 3) a player may bid to make *Schneider* or *Schwartz*, but loses the game unless he makes the number of points bid.

There is a difference in the value of a *Schneider* or *Schwartz*, when announced at the time of the bid and when made during the play without previous announcement, for which see Payment Table.

If the lone player sees, after the first trick is taken in and before the second is played to, that he can not win, he may throw down his hand and pay the amount he bid, thus saving himself from further loss.

Rank of Suits.—The suits rank in value, in bidding, as follows: First, clubs; second, spades; third, hearts; fourth, diamonds. Thus, if two players bid Solo, one in clubs and one

in spades, the one in clubs wins, since the club suit ranks highest.

Rank of Cards.—The cards rank in each suit and score toward game as follows: Ace (highest), counts eleven points; ten (second highest), counts ten; king, counts four; queen, counts three. Next come nine, eight and seven, but these have no counting value. The four jacks (*Matadores*) do not belong to their respective suits (*being always trumps*) but count two points each toward game, except in Null, where they have no counting value and their rank is changed. (See Null.)

The Matadores.—The four jacks are the four highest trumps, the jack of clubs being highest; spades, second; hearts, third, and diamonds, fourth. They are called *Matadores*. All trump cards, which may be held in unbroken sequence, are also considered *Matadores*. Thus, if a player holds the four jacks, ace, ten, king, queen, nine and eight, he has ten *Matadores*, and his score is increased accordingly. Should the sequence be broken, as, for instance, by the failure to have the jack of diamonds, he can count only three *Matadores* (the three jacks ranking above the jack of diamonds); or, if the king is missing, he would have six *Matadores*, the four jacks, ace and ten.

In bidding, a player who does not have the highest *Matadore* may bid *without one*, or, if he does not have the two highest, *without two*, etc., thus increasing the value of his bid and his earning, if he win. Thus, A bids Solo, B bids Solo without one, B's bid ranks highest. Should his bid be Solo without two, it would rank still higher.

The Skat.—The two cards dealt to the table (the *Skat*) belong to the lone player, except in Null. In all bids where it is permitted, he may take them into his hand and discard two others in their stead; in Solo, any points contained in them are added to his score. They may also add to the number of his *Matadores*, and thus, in case he has bid to play without one or more *Matadores*, may detract from the value of his hand by adding the missing *Matadore*.

Schneider and Schwartz.—A player bidding *Schneider* or *Schwartz* and winning has his payments increased accordingly. (See Payment Table.)

If a player bids a *Schneider*, and fails to make ninety points, he loses the amount of his bid. If he fails to make thirty-one points, he loses as above, and also the value of his bid, exclusive of the announced *Schneider*. If he fails to take a single trick, being made *Schwartz*, he loses the amount bid and *twice* the amount of his bid, exclusive of the announced *Schneider*.

Thus, A bids a Schneider in Club-Solo *with* three Matadores. If he makes ninety points, he wins the value of his bid—seventy-two; if he makes over sixty-one and less than ninety, he loses seventy-two.

The Bids are of three classes:

1. Simple-bids, which rank in the order of the suits. 2. Tourné-bids, played with the assistance of the Skat cards. 3. Solo-bids, played without the Skat cards. (The Skat cards, however, belong to the successful bidder, and all points in them are added to his score at the end of the game.)

The Simple Game.—This bid includes the privilege of taking up the Skat and naming the trump. The successful bidder must name the suit bid, or a *higher* suit, as trump, as soon as he has looked at the Skat.

Thus, A has successfully bid a *Simple* in Spades: he takes up the Skat and finds it to his advantage to make Clubs trump; this he may do, as Clubs is a higher suit. He could not change to Hearts or Diamonds, however, even though he so desires, since they are *lower* suits.

Tourne.—This bid is to play alone, and the trump is determined by the successful bidder turning up either one of the Skat cards. After this is done, he may take up the two Skat cards (the trump card and the one still on the table), and discard two cards from his hand. After taking them up, he may include one or both of them in the discard, if he see fit.

If a Matadore is turned for trump, he may (before looking at the other Skat card) name the suit of the turned-up Matadore as trump, and announce to play Grand. (See *Grand-Tourne*.)

Solo.—This bid is to play alone with the cards held in the hand and without the Skat. A player should be reasonably sure of making sixty-one points from the cards in his hand before making a Solo-bid. The successful bidder may name any suit as trump. The Skat is not touched until the end of the game, when any points or Matadores in it are added to the lone player's count.

Grand.—In Grand all suits are of the same value, the Matadores being the only trumps. Hence, the highest Grand bid that can be made is *with* or *without* four Matadores. *Grand-Solo* (played without the Skat) outranks any other Solo of equal value.

Grand-open.—The same as Grand, except the player lays his hand, face up, on the table, completing the game with it exposed. Grand-open, with four Matadores, is the highest bid in Skat.

Grand-tourne.—Should a Matadore be turned for trump on a Tourné-bid, the player has the privilege of playing Grand-tourné, should he so declare, before looking at the other Skat card.

Null.—The object is to avoid taking a single trick. Should even one trick be taken by the player, he loses the game. The Skat is not used, and the Jacks cease to be Matadores, and the cards rank exactly as in Whist (trumps being the superior suit.)

Null-open.—The same as Null, except the lone player must lay his cards on the table, face up, and finish the game with them thus exposed. The other players do not expose their cards.

Grades of Games.—There are six grades of games, viz :

1. The Game. 2. "Schneider." 3. "Schneider" announced. 4. "Schwarz."
5. "Schneider" announced and made "Schwarz." 6. "Schwarz" announced.

The value of the various games is as follows :

	Simple.	Tourné.	Solo.
Diamonds	1	5	9
Hearts	2	6	10
Spades	3	7	11
Clubs	4	8	12
Grand		12	16

Varios : Null, 20; Null open, 40; Grand open, 24.

The number of Matadores are added to each game played, as, likewise, all games played without Matadores, and by this result the value of game is multiplied, for instance :

A Club Simple game, with or without 1 Matadore lost, 1 Matadore + 1 game = 2×4 (value of Club Simple) = 8.

A Club Tourné, 1 Matadore + 1 game = 2×8 (value of Club Tourné) = 16.

A Club Solo, 1 Matadore + 1 game = 2×12 (value of Club Solo) = 24.

Or,

A Club Solo, "Schneider" announced and "Schwarz" made, with 3 Matadores, game 5 + Matadores $3 = 8 \times 12$ (value of Club Solo) = 96.

Gaigel.

The game is played by from two to eight players, the four-handed (partnership) game being the best.

Use two packs, from which discard all except the Aces, Tens, Kings, Queens, Jacks and Sevens of each suit. The cards rank in value as above, trumps being the superior suit.

In cutting, high deals. Deal five cards, as in Euchre, and turn a trump. The trump card is laid to one side of the pack or *talon*. The eldest hand (at dealer's left) leads, and the others play to the trick, the highest card taking the trick. Each player, beginning with the winner of the trick, then takes from the talon one card to complete the five cards in each hand, and the winner of the trick leads again. This is continued until the talon is exhausted or some one counts out. It is not obligatory to either follow suit or trump until after the talon is exhausted. As soon as this occurs, however, the highest card held of the suit must be played by each player, or, if no suit is held, the highest trump, unless he can take the trick with a lower trump.

Any one holding the seven of trumps may exchange it for the turned-up card as soon as he has taken in a trick. This must be done, however, before the talon is exhausted. One hundred and one points constitute a game.

The cards, when taken in trick, count as follows: Ace, eleven; Ten, ten; King, four; Queen, three; Jack, two; the Seven having no value.

The following combinations, when held in the hand, may also be *declared* and counted as they are formed during the play: Common Marriage (King and Queen of the same non-trump suit), twenty; Double Common Marriages (two of each of above) forty; Royal Marriages (King and Queen of trumps), forty; Double Royal Marriages, eighty. Five Sevens, drawn or held in any hand at one time, count 101 points, or game.

After a marriage has been formed in the hand, it can only be declared when the player holding it, or his partner, have won a trick, and when it is their turn to lead.

A *Gaigel* counts two games (202 points).

A *Gaigel* consists of:

Scoring 101 points before opponents have won a trick.

When five Sevens are held before opponents have won a trick.

When an opponent claims to be out and it is proved he is in error.

When opponents play again after scoring 101.

When opponents refuse the privilege of recounting the current trick, or when they mix up the cards before the count is settled.

When an error is claimed and the claim is proved unfounded, the disputing player suffers a *Gaigel*.

Only one marriage can be declared (*announced, melded or formed*) at a time, and the cards composing it are then *dead, i. e.*, can not be used for another combination. They should, therefore, be gotten rid of as soon after declaring as possible.

Marriages must be exposed so that all can see them before they can be counted. A marriage can not be declared until the holder has taken a trick.

In counting, legal marriages take precedence over all other points.

A revoke in suit or trumps after the talon is exhausted forfeits the game to opponents. The game is also forfeited when a player loses count of his side and attempts to recount the tricks.

Any one may examine the last trick turned, but no previous ones.

Two marriages can not be declared in the same suit, even at different times.

When a player scores out, he knocks on the table to show that he claims the game. This is called *knocking-out*.

The points scored by taking in tricks are not counted until the hand is played out, and all combinations made during the hand are counted.



SKAT AND GAIGEL
COURT CARD.

Sixty=six.

The game of *Sixty-six* is played by two persons, with twenty-four cards, each suit ranking in the order of Ace, Ten, King, Queen, Jack and Nine, trumps being the superior suit.

The dealer gives each player six cards—three at a time—turning up the next card for trump, which is laid beside the pack.

The non-dealer leads and can play any card he chooses; his adversary is not compelled to follow suit or trump until the trump card is turned down, *or the pack is exhausted, by each player drawing a card after each trick is taken*, the player taking the trick drawing first (the same as in *Gaigel*).

A player who holds or draws the Nine of trump, may discard it for the turned-up card at any time after he has taken a trick, whether he be the leader or not. The Nine of trumps may be thus exchanged for the trump card, even though the latter is turned down (*closing*), provided it be so exchanged before the holder has played to the next trick. If, however, the Nine is the bottom card of the pack, the player drawing it must keep it.

A game consists of seven points, and points are made as follows: The player who counts sixty-six first scores one point toward game; if he makes sixty-six before his opponent counts thirty-three, he scores two points; or before his opponent counts a point, three points.

The cards count as follows to the winner of the trick taking them: The Ace counts eleven; the Ten, ten; the King, four; the Queen, three; the Jack, two; the Nine has no value.

When a player holds the King and Queen of a suit, it is called a *marriage*, and he can announce it after he has taken a trick by showing both and leading one, which counts, whether he wins the trick or not. Only one marriage can be declared at a time. A marriage can only be declared after winning a trick and before the next lead.

Marriage in trump counts forty; in other suits, twenty.

After the pack has been exhausted, the play of the last six tricks begins, and the mode of play changes. The second player must follow suit, *and must play to win the trick, if possible*. If he can not follow suit, he must trump. He need not play his highest card, however, if he has a smaller one which will take the trick.

When the cards are all played, he who wins the last trick counts ten toward sixty-six.

During the course of the play, when a player has counted sixty-six or more, he declares it at once, and no more cards are played. If the hand is played to its conclusion, and both players count sixty-five, neither can score, but the winner of the next hand scores one point extra.

Should a player, at any time previous to the exhausting of the *talon*, think that he is able to make sixty-six without drawing any more cards, he may, when it comes his time to lead, turn down the trump card. This is known as *closing*; thereafter no more cards are drawn from the *talon*, and the cards held in the hands are then played, subject to the same rules as are the last six cards after the *talon* is exhausted, with the single exception that the last trick won does not count ten.

The eldest hand may close before a card is played, and so before a trick has been taken in.

The *leader* may close either before or after he has drawn a card from the *talon*, his adversary having no voice in the matter, and playing with or without drawing, as the leader may designate.

Should the player closing make sixty-six or more, he scores the same as if the game had been played out regularly; if he fails to count sixty-six, or if his opponent wins a trick after the closing, and correctly announces sixty-six before the player closing announces sixty-six, the opponent scores one point if the player closing is thirty-three or more, or two points if he is less than that amount.

Should a player close before his opponent has taken a trick, and fail to score the necessary sixty-six, the adversary scores three points.

Four-handed Sixty-six.

Four-handed Sixty-six is a popular German game, and is played with thirty-two cards, the eight highest cards of each suit; that is, Ace, King, Queen, Jack, Ten, Nine, Eight and Seven. Cut for deal and determine partners as in Whist, all the cards being dealt out. If players can not follow suit, they must trump, if they can. If trumps are led, players must play to take the trick, if possible. The last trick counts ten points to the winners of it. There is no announcing, closing or discarding as in Sixty-six. The score of the game is seven points, made as follows (the value of the cards counting the same to the holders of them as in Sixty-six): if, at the end of the round, the winning partners count sixty-six or more, but not over one hundred, they score one point toward game, if over one hundred, but less than one hundred and thirty, two points; if they take every trick, three points. The Ten of trumps counts one point to the winners of it at once, and if they have already scored six points, it gives them the game. Should both parties have sixty-five at the end of a round, neither scores, but the winners of the next hand add one point to whatever they then make.



IN CONSULTATION,

Solo.

Solo is played with a Euchre pack of thirty-two cards, by three or four persons (four being preferable). Deal eight cards to each player—three, two and three. To determine the deal, deal one card at a time to each player, the first one receiving a club dealing.

The dealer must put a certain amount agreed upon into the *pool*, as a *stake*, before the play commences. The stake is usually two or four chips. This amount is increased by the forfeits (*bete*) incurred during the play. A *bête* can not exceed sixteen chips, and when the pool contains sixteen chips it is called a *stamm*. A *stamm* is properly sixteen chips, and should the pool contain sixteen or more, a *bête* paid into, or a *stamm* taken from the pool would be sixteen. Should the pool contain less than sixteen, however, a *bête* or *stamm* would consist of the number of chips then in the pool.

The Queen of Clubs is always the highest card, and is called *Spadilla*. The seven-spot of the trump suit (whatever it may be) is the second highest trump, and is called *Manilla*. The

Queen of Spades is the third highest trump, and is called *Basta*. These three are called the natural, or higher *Matadores*. The suit cards rank as follows: Ace, king, queen, jack, ten, nine, eight, seven, except in clubs and spades, in which suits the queens (being trump always) are omitted.

One suit is selected (generally clubs) as *Couleur*, and bids in this suit are worth twice as much as bids in any other suit.

After the cards are dealt, the players bid for privilege of making the trump. The eldest hand has the first say. He can pass if his hand is not good; the next player can do the same, and so on. If the eldest player holds a good hand, however, he says, "*I ask*" (*Frage*). The next player then bids with him for the privilege of making the trump. If he (the second player) outbid the eldest player, the third player may then bid from him (the second player) in turn; or, if he eventually pass, the third player may bid from the eldest player, and so on till a bid is accepted.

Bids rank in value as follows: First, Simple game in suit, two chips; second, Simple game in *Couleur*, four chips; third, *Forcée Partout* in suit, four chips; fourth, *Forcée Partout* in *Couleur*, eight chips; fifth, Solo in suit, four chips; sixth, Solo in *Couleur*, eight chips; seventh, *Tout* in suit, sixteen chips; eighth, *Tout* in *Couleur*, thirty-two chips.

The object of the game is to bid in the privilege of naming the trump, and to play, either alone against the other three, or with the aid of a partner (called friend) against the other two players. The successful bidder must, either alone or with his partner, take five tricks to win the value of his bid. If he fails in this, he must pay the value of the bid to each of his opponents.

When the three natural, or higher *Matadores* are held by one side, they count one point for the three in the payment of the game. When either side holds these three natural *Matadores*, all trumps in uninterrupted sequence from the ace down, are considered *Matadores* as well, and are called the lower *Matadores*. Each lower *Matadore* counts one point in payment of game.

A former custom, which has been generally discarded, is as follows:

When a trump or lower *Matadore* has been led, a natural *Matadore* held unguarded in the hand may be *reserved* (reneged) without the penalty for a revoke; this applies even though a natural *Matadore* has been played on the trick, so long as a natural *Matadore* has not been *led*. A natural *Matadore* led, however, always calls for trumps, and will therefore take an unguarded lower *Matadore*.

(Solo is frequently played by agreement with the above reservation stricken out.)

Forcee Simple.—When the players have all passed, the holder of Spadilla must then *call* for the ace—any suit. The holder of this ace is thereupon considered his partner, and the

two play against the other two players. The holder of the called ace then names the trump, which must not be the same suit as the called ace. *Forcée Simple* is not considered a bid, but is a compulsory game played in the absence of any bids.

The Simple Game (*Frage*).—This is a game wherein the successful bidder is unwilling to attempt a Solo play; he names the trump suit and calls for an ace. Whoever holds this ace becomes his partner. He therefore does not know whom is his partner until the ace falls in play. The payment for this game in suit is two chips; in *Couleur*, four chips. The *player* and partner each receive payment (including payment for *Matadores*, if any) in case they win five tricks from the opponents; in case they win eight tricks, they receive payment the same as in Solo. If they lose, each pays to his opponent. A player who calls for an ace he holds himself is construed as playing Solo, and must so pay. A player holding four aces, and unwilling to venture a Solo, may call for a king.

Forcee Partout (*Marriage*).—A player holding *Spadilla* and *Basta* must so announce, unless he can bid higher, or a higher bid has already been made. He can play a Solo or call for an ace. In the latter case, the holder of the called ace names the trump, which must be of other suit than the called ace, and of which he holds at least one trump. Failure to observe the above rule incurs a *bête*, or penalty, into the pool.

Solo.—In this game the player undertakes to win five tricks without any help. He names the trump suit and plays against the other three. A Solo payment is, in suit four chips, in *Couleur* eight chips. The Solo player, in case he wins, receives payment (including payment for *Matadores*) from each of the three; or, if he loses, pays to each. Should he win a Solo in *Couleur*, he also draws a *stamm* from the pool. If he loses, in addition to regular payments, he must put a *bête* into the pool.

A *Tout* is when the player undertakes to win all the tricks, either in Solo or with a called ace. The payment in Solo is as mentioned above (see value of bids). With the called ace payment is, in suit four chips, in *Couleur* eight chips.

If agreed upon, a player winning a Solo-tout in color may draw a *stamm* from the pool; or pay a *bête* in if he loses.

If the player in Solo or Simple has taken in five tricks, and leads for the sixth (either with his friend or alone) it is construed that he is playing for *Tout*. He thereupon loses all right to any winnings his five tricks might have net him, and stands to win or fail on the *Tout*. If he fail to take all the tricks, he loses, and must pay for *Tout*. Should he win, he receives from each of the others, if in suit, double the value of

the game; if in Couleur, four times the value of the game, and also pay for Matadores.

The Play.—After the bids are made, the eldest hand leads. Each player in turn toward the left plays to the trick, following suit, if possible. If no suit is held, trumps may or may not be played. The winner of the trick plays to the next trick.

A player can not bid after he has once passed. Unless a player is overbid, he must play in case he is *asked*.

If the Solo player lead a card of any suit, it is equivalent to making that suit trump, if he has not already named the trump.

If the Solo player lead or play out of turn, or expose a card, the same should be corrected, but does not score against him. Should one of his opponents commit any of the above errors, however, he loses the game. If any of these errors are made in a game of two against two, the guilty player must pay a *bête* into the pool, and he and his partner lose the game.

A player may call for an Ace of a suit of which he holds none, but he must so declare before the play begins, and place a card, face downward, before him, which is then considered as suit of the Ace called for, and must be played when such suit is led. The Ace must be played when its suit is led, by partner or opponent.

Three-handed (Heart) Solo.

Use a regular Solo pack reduced to twenty-four cards by discarding the Eight of Hearts and all the Diamonds except the Seven. Diamonds are Couleur, always, there being but three trumps in this suit: Spadilla, Manilla and Basta. Solo is the only play. If no one bids, the hands are played in Couleur, and the player taking the last trick loses the value of a Solo.

Six-handed Solo.

Played the same as the four-handed game—with the Eight of Diamonds and Eight of Hearts discarded. Five tricks is the game. In the Simple Game (Fraise) two play against four; in Solo, one against five.

Vingt-et-un.

(Ten and one)

Any number can play. Before the deal each player must place a stake in front of him. This may consist of a stated amount, as two chips, or each may be allowed to stake what he pleases, as the players agree upon. (In one variation, each is allowed to look at the first card dealt him before staking. Another allows a player, when he gets a pair in the deal, to separate the two cards and place a stake on each of them.) Use a full fifty-two-card pack, and deal two cards (one at a time), to each player; but before dealing, the top card on the pack (called the *burnt* card), is always shifted to the bottom. All cards are reckoned at their pip value; Court cards counting as tens, and Aces counting either as ones or elevens. The object of the game is to get cards, the sum of whose pip values will be twenty-one, or as near that as possible. The dealer is the banker, and all losses are paid to, and winnings by, him. The deal passes to the left, each dealing in turn.

(There are various other modes of changing dealers, as, for instance, allowing the dealer to deal a certain number of hands, or until he has won or lost a certain amount, or until the pack is exhausted, but the above is the most prevalent.)

Each player, beginning with the dealer, now examines the two cards dealt him. If the dealer's cards consist of an Ace and Ten (or Court card), it is called a *Natural Vingt-en-un*, and each player must immediately pay him double the amount he has staked, unless he, too, has a natural, in which case his natural offsets that of the dealer. If a player has a natural, and the dealer none, the latter must pay him double the amount of his stake. (In some localities, he is allowed to take all the stakes on the table, but this is not the general custom.)

Each player, should he think that by drawing a card from the pack he can bring the pip value of his hand nearer twenty-one, may now call for a card, which the dealer gives him from the pack. If, after receiving this card, he desires to draw another one, he does so, and this continues with each of the players until he announces that he is *content* with his hand; the eldest hand having the first privilege, and passing around to the left.

If a player overreaches twenty-one in drawing, he must immediately pass his stake over to the dealer.

When all have drawn and are content, the hands are exposed. If the dealer has overdrawn twenty-one, he must pay to each of the other players the amount they have staked. If the dealer has twenty-one, or less, in his hand, those players holding the same amount are tied, those holding less lose their stake, while those

holding more than the dealer, but still less than twenty-one, win the amount of their stake.

The next deal is made with the balance of the pack left after the first deal, and so on until all the pack is dealt out, when the entire pack is again shuffled and dealt from.

Macao.

A variation of *Vingt-et-un*, only one card being dealt. Tens and Court cards do not count, and Aces count for one only. Nine is the number to be reached, instead of twenty-one. A player receiving a Nine in the first deal is paid three times the amount of his wager; an Eight, twice the amount; or a Seven, the amount he had staked. The dealer, if he receives a Nine, Eight or Seven on the deal, is paid by each player three times, twice or once the amount of such player's stake. Otherwise, the game is played on the same principle as *Vingt-et-un*.

Farmer.

Use a full pack of cards, with the four Eights and the Six of Diamonds, Clubs and Spades discarded. Cards count at their pip values, Court cards counting as ten and Aces as one. Before the deal, each player places one chip in the center of the table, forming the farm (or pool). This farm is sold to the highest bidder, who must deposit in the farm as many chips as he bid. He then becomes dealer and banker. One card is dealt to each player, and each must draw one card and may draw more, if desired, to fill his hand, as in *Vingt-et-un*, the object being, however, to reach sixteen points instead of twenty-one, as in that game. If a player overdraws, he does not announce it until the hands are exposed. Any player having exactly sixteen wins the farm and all it contains. If two or more players have sixteen, the one holding the Six of Hearts wins; or, if no one has this card, the sixteen made with the fewest cards wins. If this is a tie, the eldest hand wins. If no one has exactly sixteen, the former farmer still remains in possession of the farm, and thus holds it, deal after deal, until some one wins it by holding exactly sixteen.

Whether the farm changes hands or not, after the hands are exposed, all who have overdrawn pay to the dealer one chip for each pip they hold over sixteen. These chips are the farmer's profits, and are his own property. Those holding less than sixteen pay nothing to the dealer, but the one nearest to sixteen receives one chip from each of the other players. Ties are decided by the possession of the Six of Hearts, fewest cards or the eldest hand, as already stated. When the farm is won, it is emptied by the winner, and a new pool is formed and sold, as before.

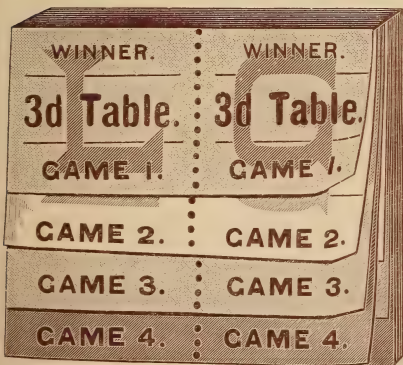


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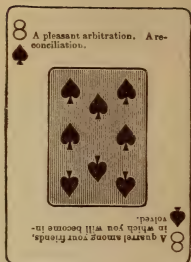


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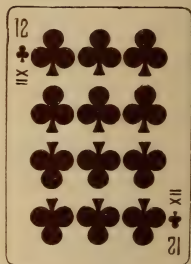
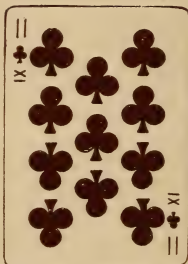
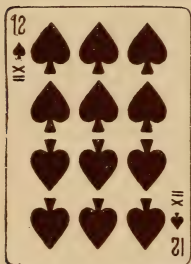


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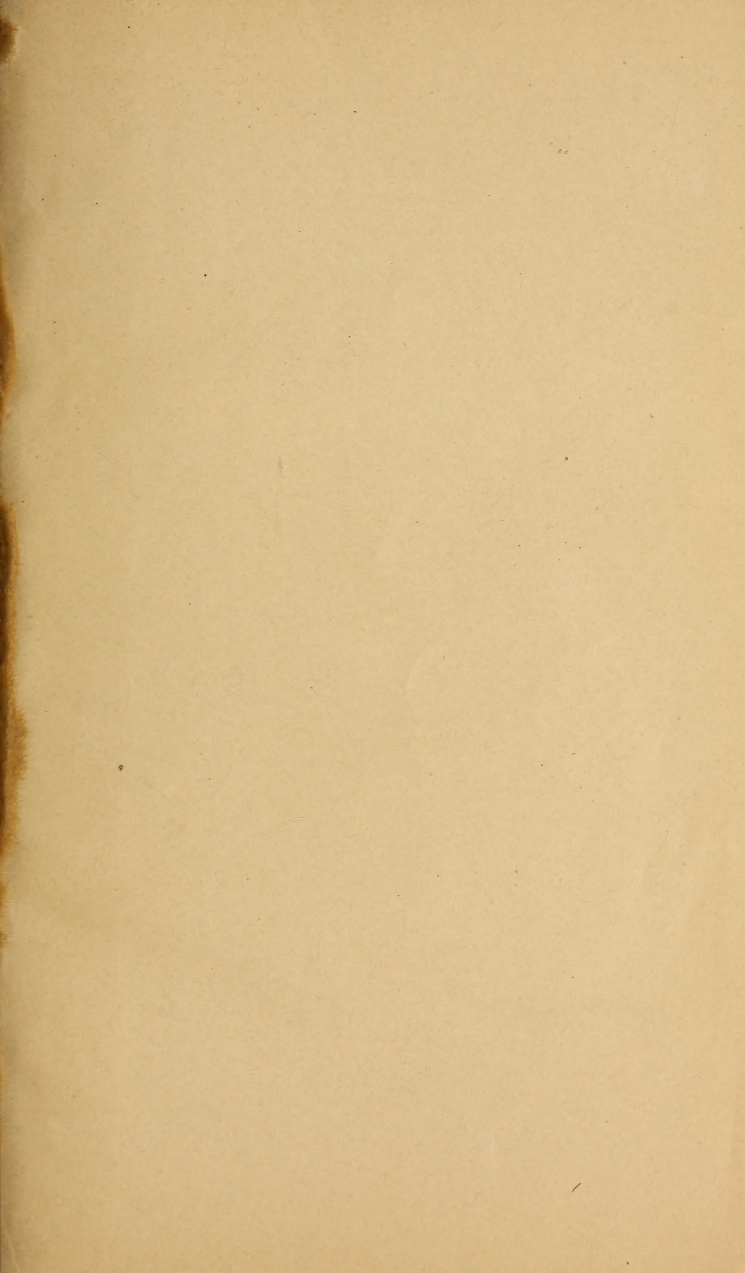
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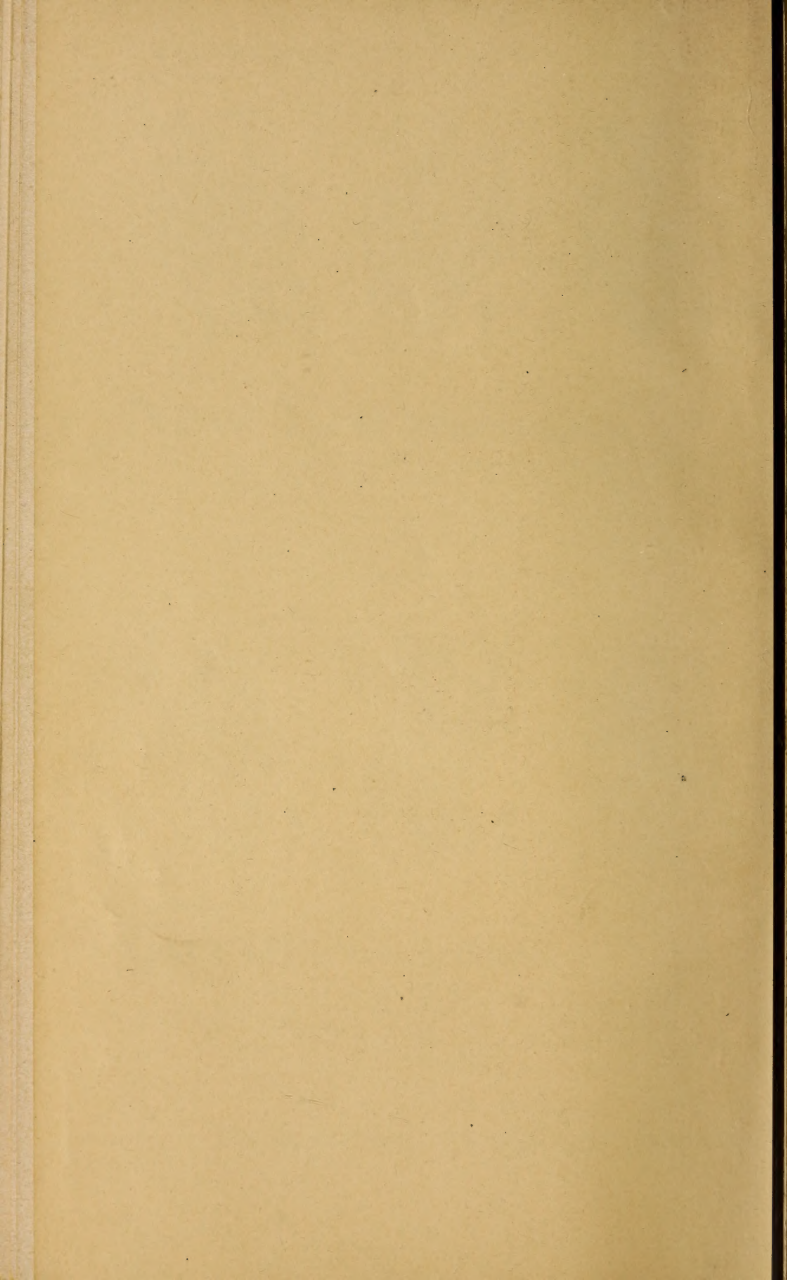
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